



Hikaru no Go

SHONENJUMP MANGA

Story by

Yumi Hotta

Art by

Takeshi Obata

Supervised by **Yukari Umezawa (5 Dan)**

volume

23



Yumi Hotta

H: Oh? I thought you couldn't drink.

O: I recently picked it up.

At the *Hikaru no Go* manga wrap party I saw Obata Sensei drinking alcohol for the first time.

Seemed like his capacity was bottomless.

—Yumi Hotta

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump's** Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.

HIKARU NO GO VOL. 23
SHONEN JUMP Manga Edition

STORY BY YUMI HOTTA
ART BY TAKESHI OBATA

Supervised by YUKARI UMEZAWA (5 Dan)

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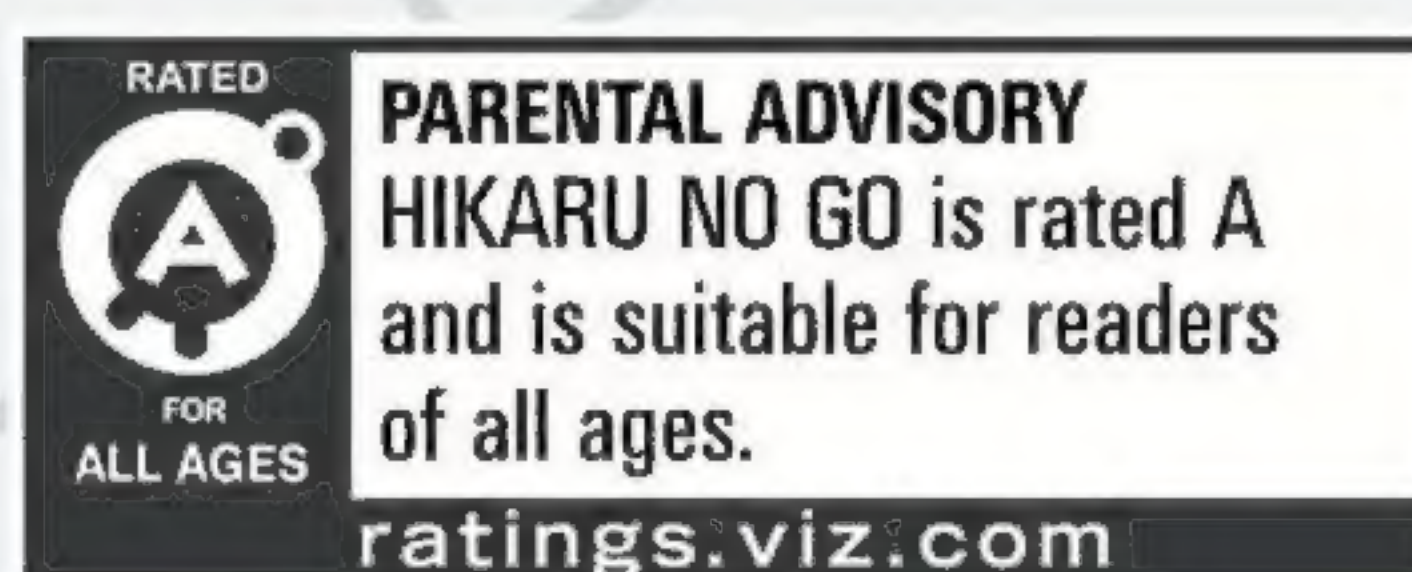
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23

ENDGAME



**STORY BY
YUMI HOTTA**

**ART BY
TAKESHI OBATA**

**Supervised by
YUKARI UMEZAWA
(5 Dan)**

CHARACTERS_{VOL.23}

● Hikaru Shindo (Representing Japan) ●



● Kiyoharu Yashiro (Representing Japan) ●



●
Hong
Suyong
(Representing
Korea)
●

Meet
the
Characters

●
Atsushi
Kurata
(Leader
of the
Japanese
team)
●



● Ko Yong Ha (Representing Korea) ●



● Akira Toya (Representing Japan) ●

Story Thus Far

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of the game inspires Hikaru, as does a meeting with the child prodigy Akira Toya – son of go master Toya Meijin.

Hikaru, Akira and Yashiro are representing Japan at the Hokuto Cup, an international tournament for go pros 18 and under that also features competitors from China and Korea. Hikaru yearns to take on Korea's first position player, Ko Yong Ha, after Yong Ha provokes him with a challenging statement about Shusaku, but it is Akira who holds the first position on the Japanese team. The team leader, Kurata, declares that he will determine the lineup order of the Japan-Korea game based on his observation of the Japan-China games on the first day. Playing in the second position, Hikaru challenges China's Wang Shizhen in a tough match. In the second half of the game Hikaru comes from behind and makes astonishing gains, but loses by a hair. Yashiro, in third position, loses his match as well. Akira's win in first position does not change the fact that Japan loses the round to China. Despite this, Kurata picks Hikaru to play in the first position against Korea. Amidst the grumbles of fans unhappy with this arrangement, the fateful Japan-Korea round is about to begin...



● **Im Ilhwan** ●
(Representing Korea)



● **Ahn Daesun** ●
(Leader of the Korean team)



● **Yang Hai** ●
(Leader of the Chinese team)



● **Lu Li** ●
(Representing China)



● **Zhao Shi** ●
(Representing China)



● **Wang Shizhen** ●
(Representing China)



● **Koyo Toya** ●



● **Shinichiro Isumi** ●

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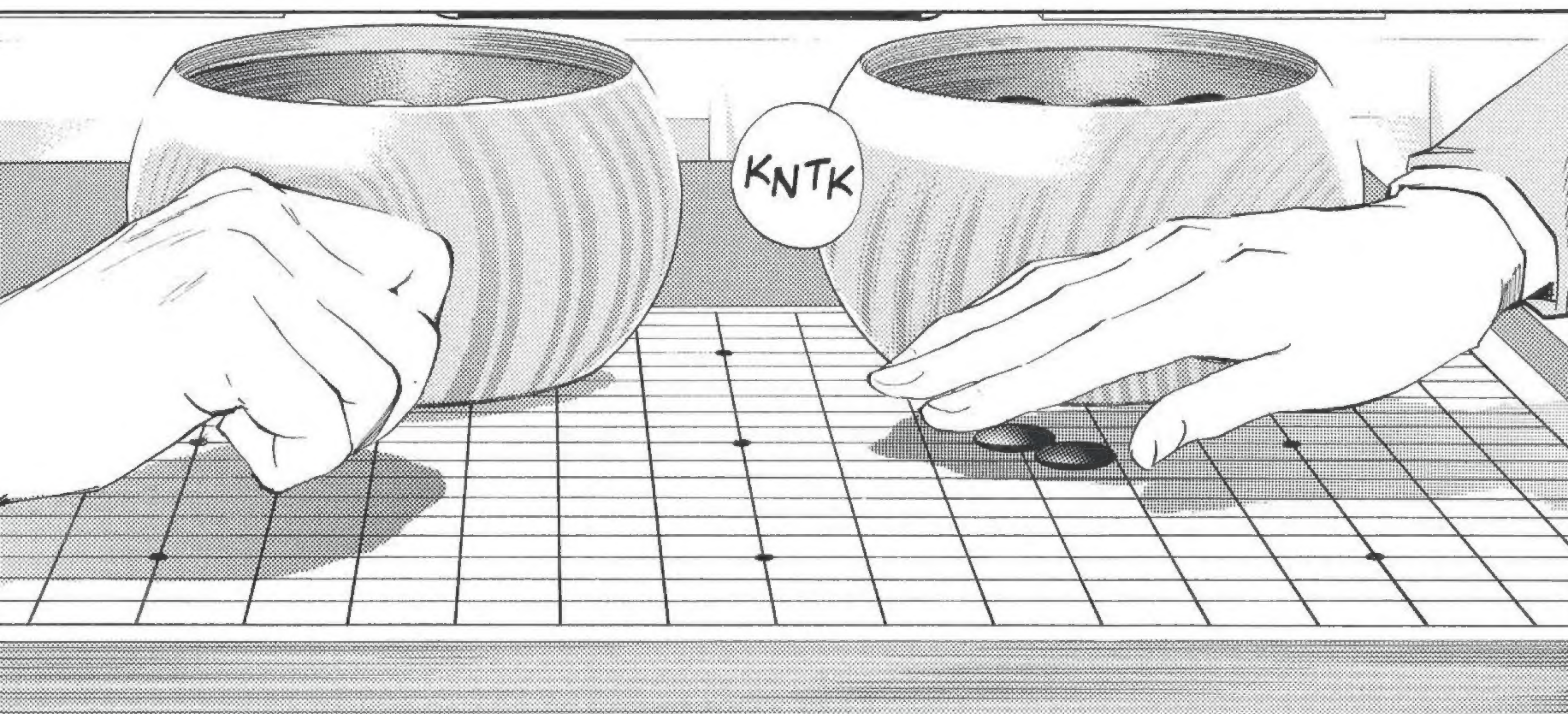
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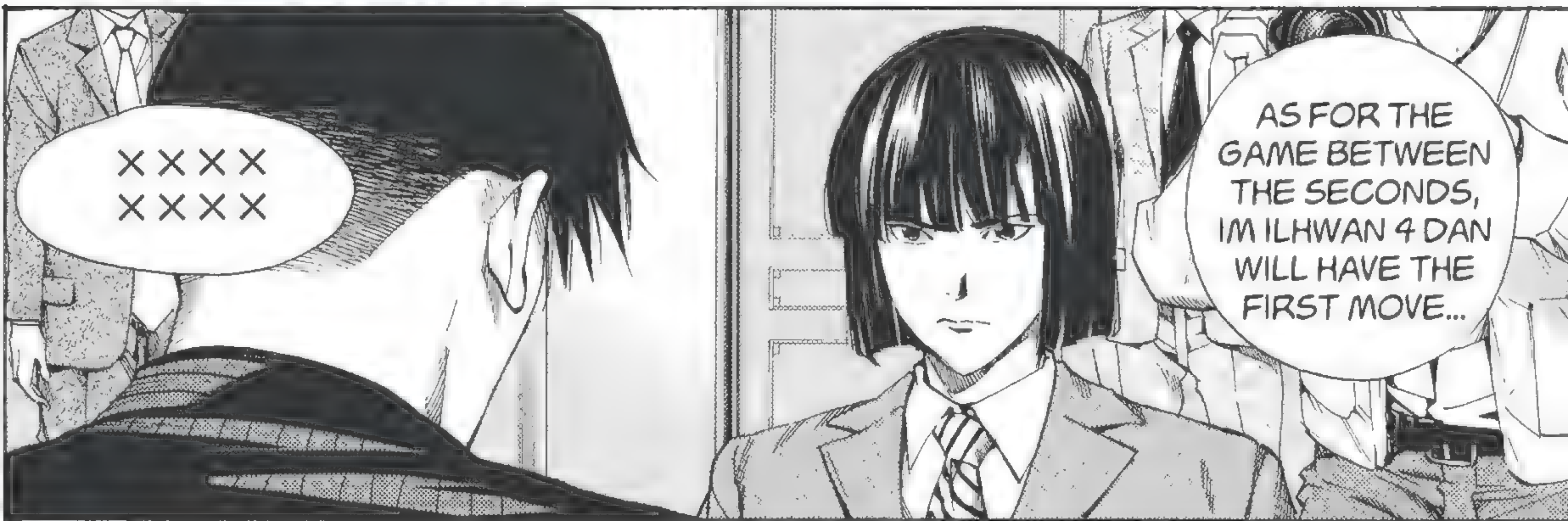
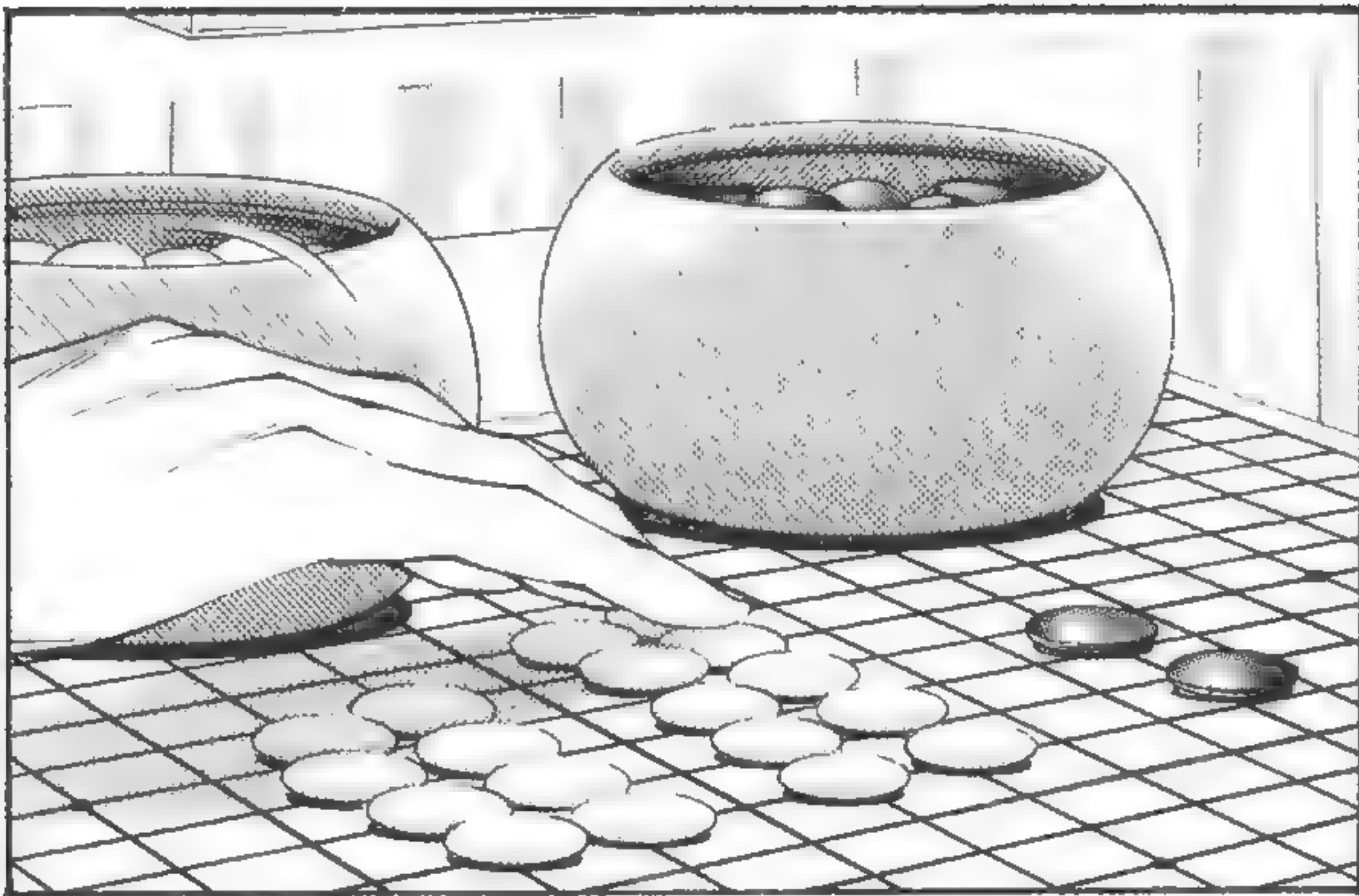
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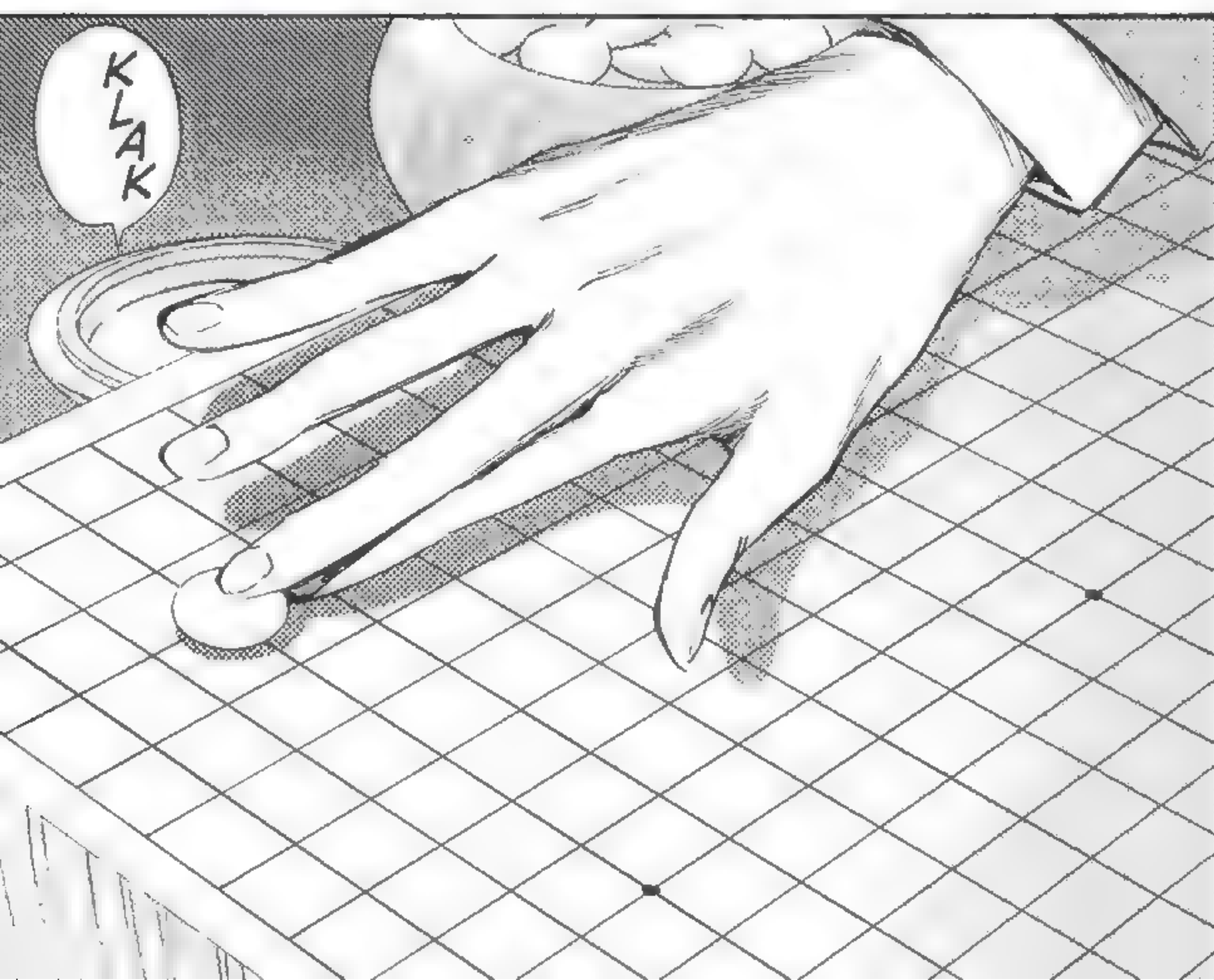
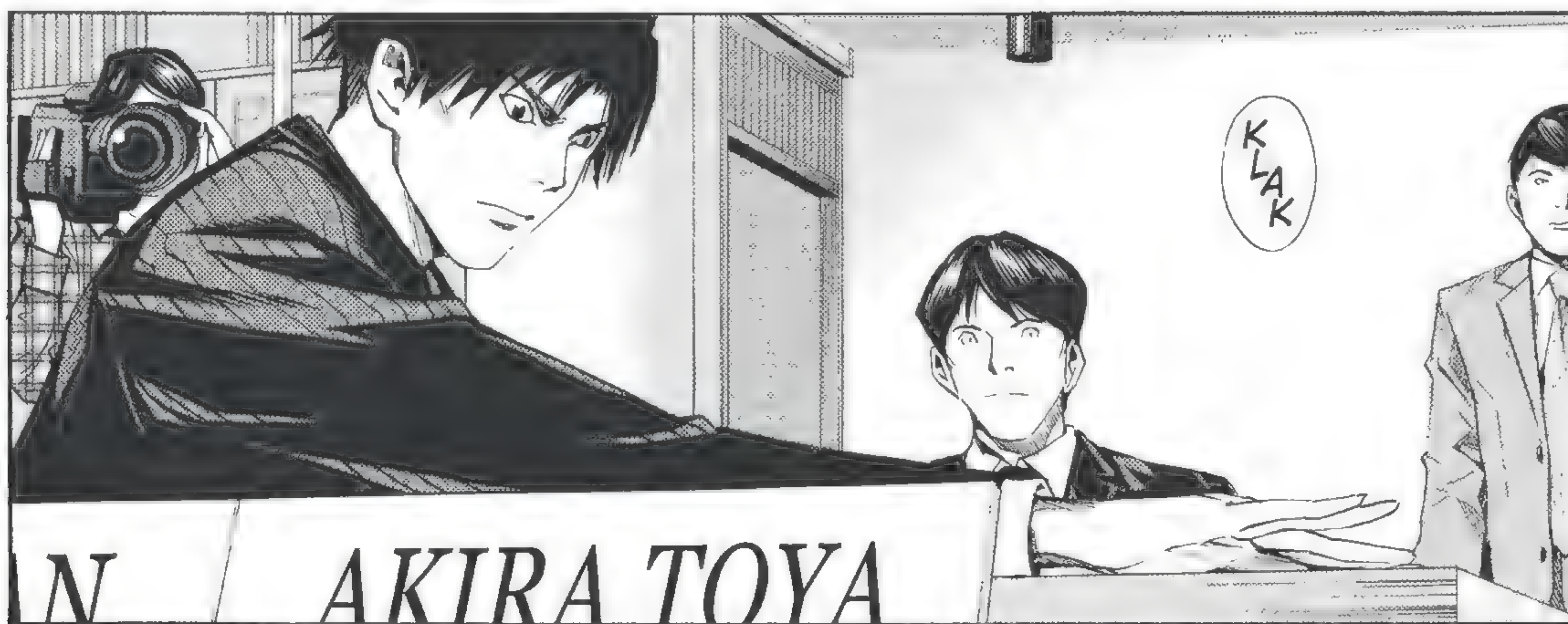


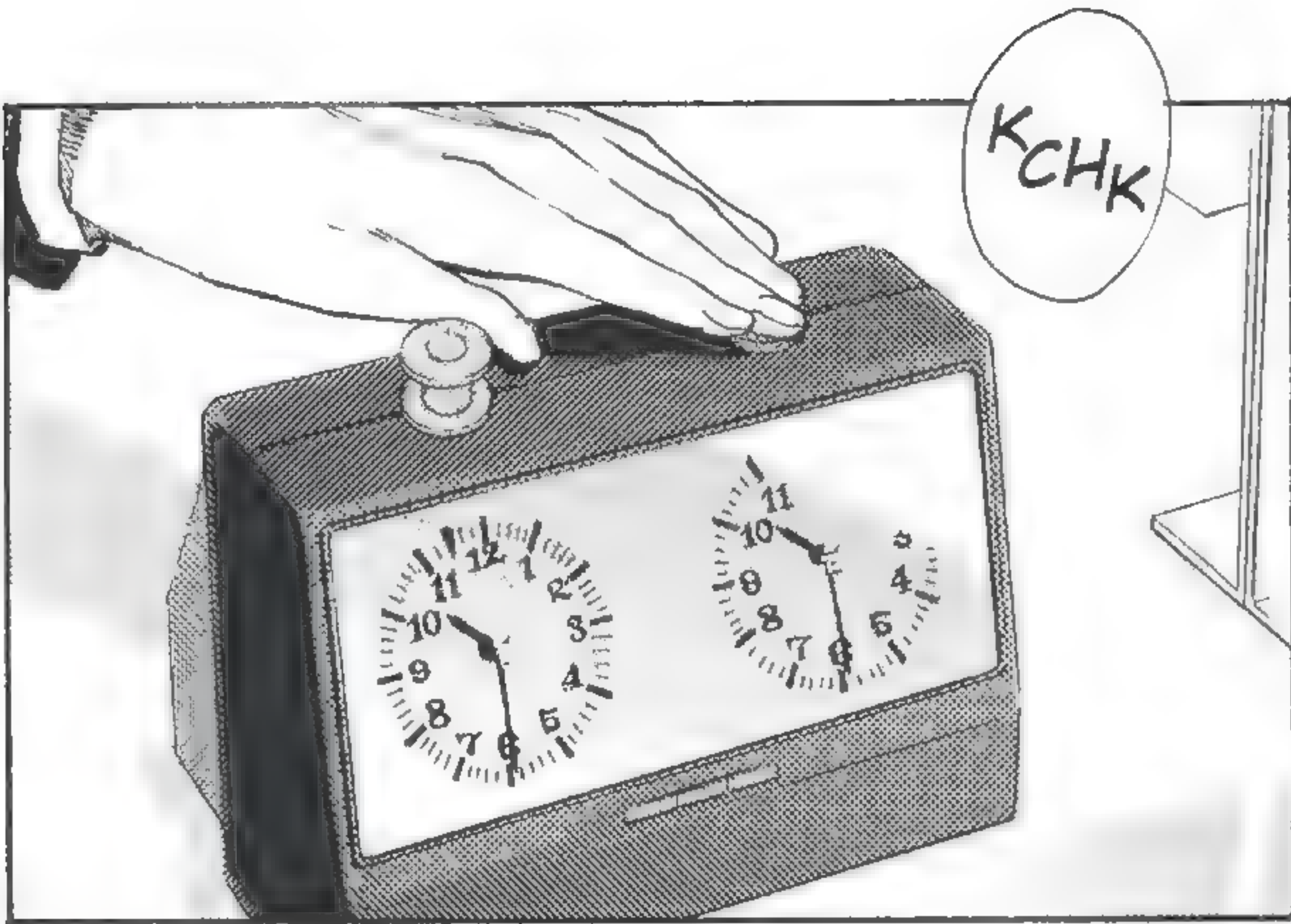
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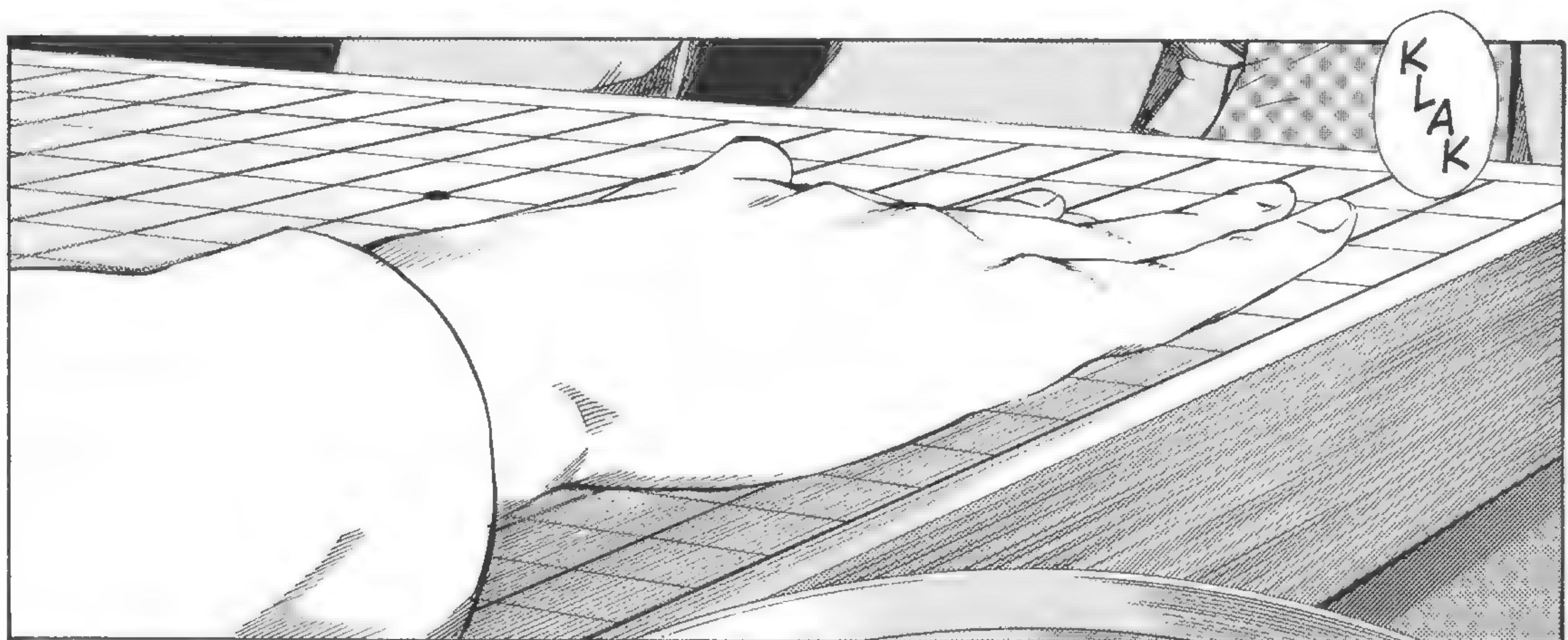
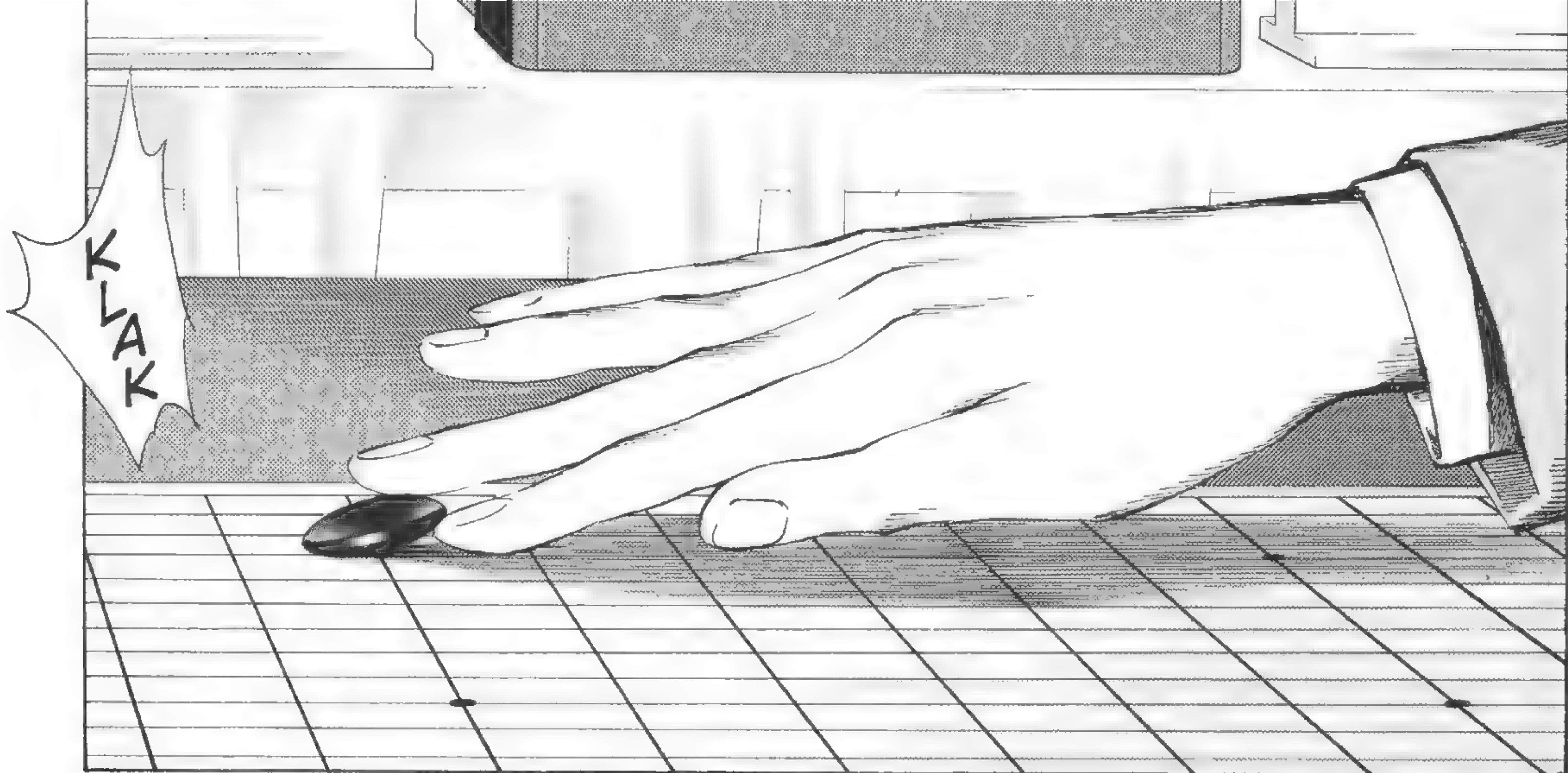






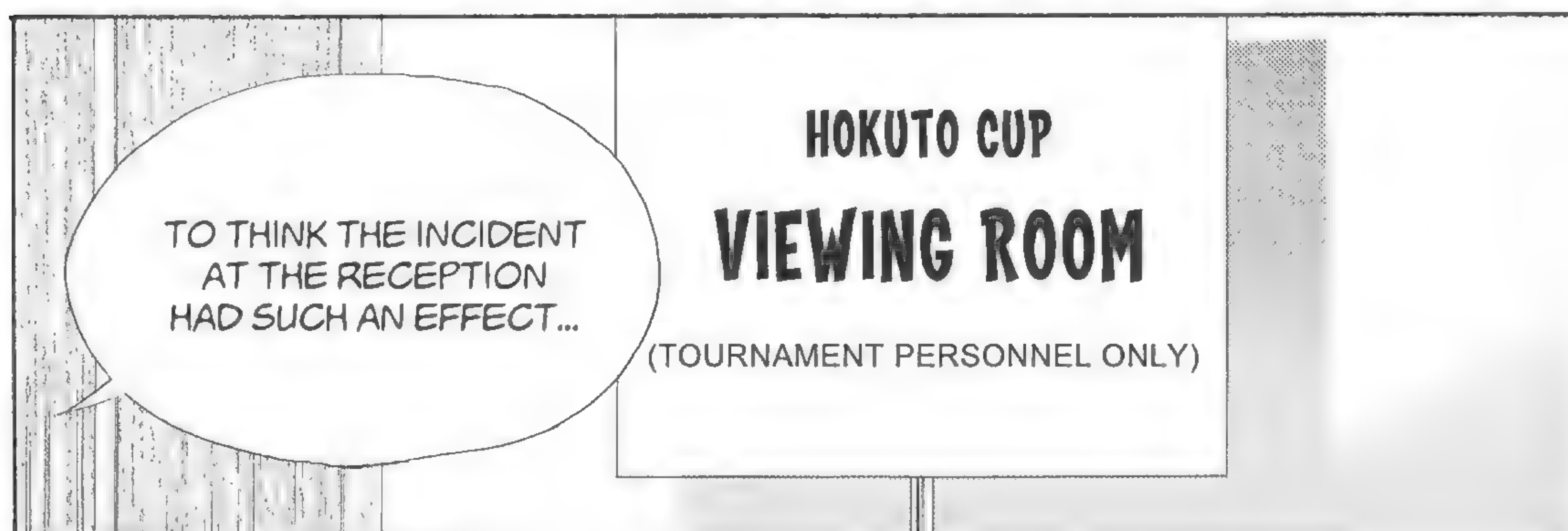




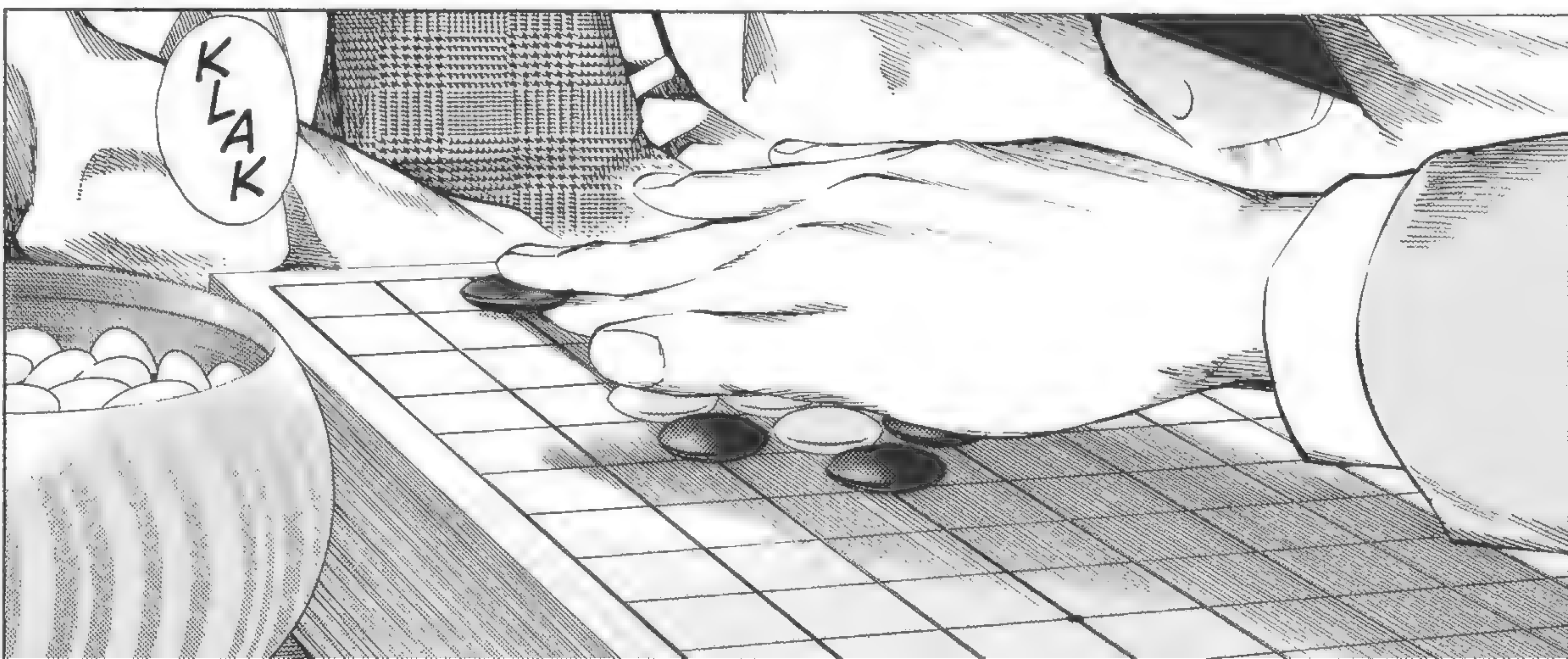
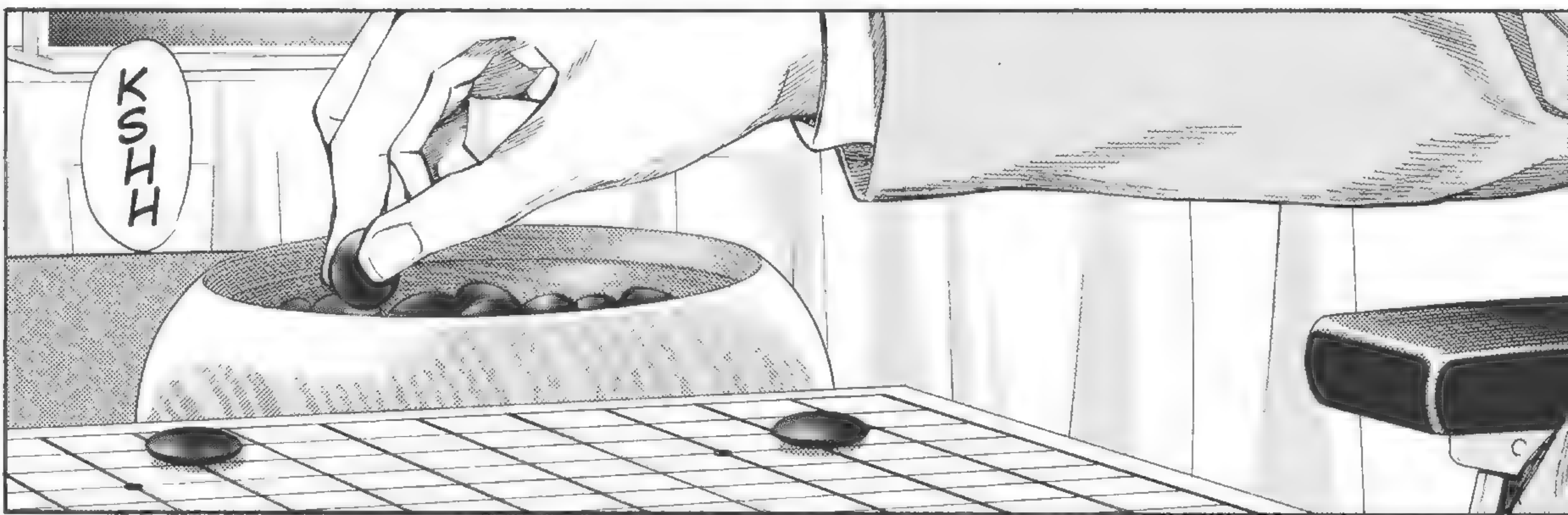














THE
AUDIENCE
IS COM-
PLAINING.



WATANABE SENSEI...
SHINDO LOST HIS
GAME YESTERDAY.
WHY IS HE PLAYING IN
THE FIRST POSITION
TODAY?



IF ALL
THREE
SHOULD
LOSE
AFTER
PULLING
THIS
STUNT...

NO!
IT'S NOT
ABOUT ANY
STRATEGY...



YOU
SEEM TO
HAVE...

NOW
HOLD ON!

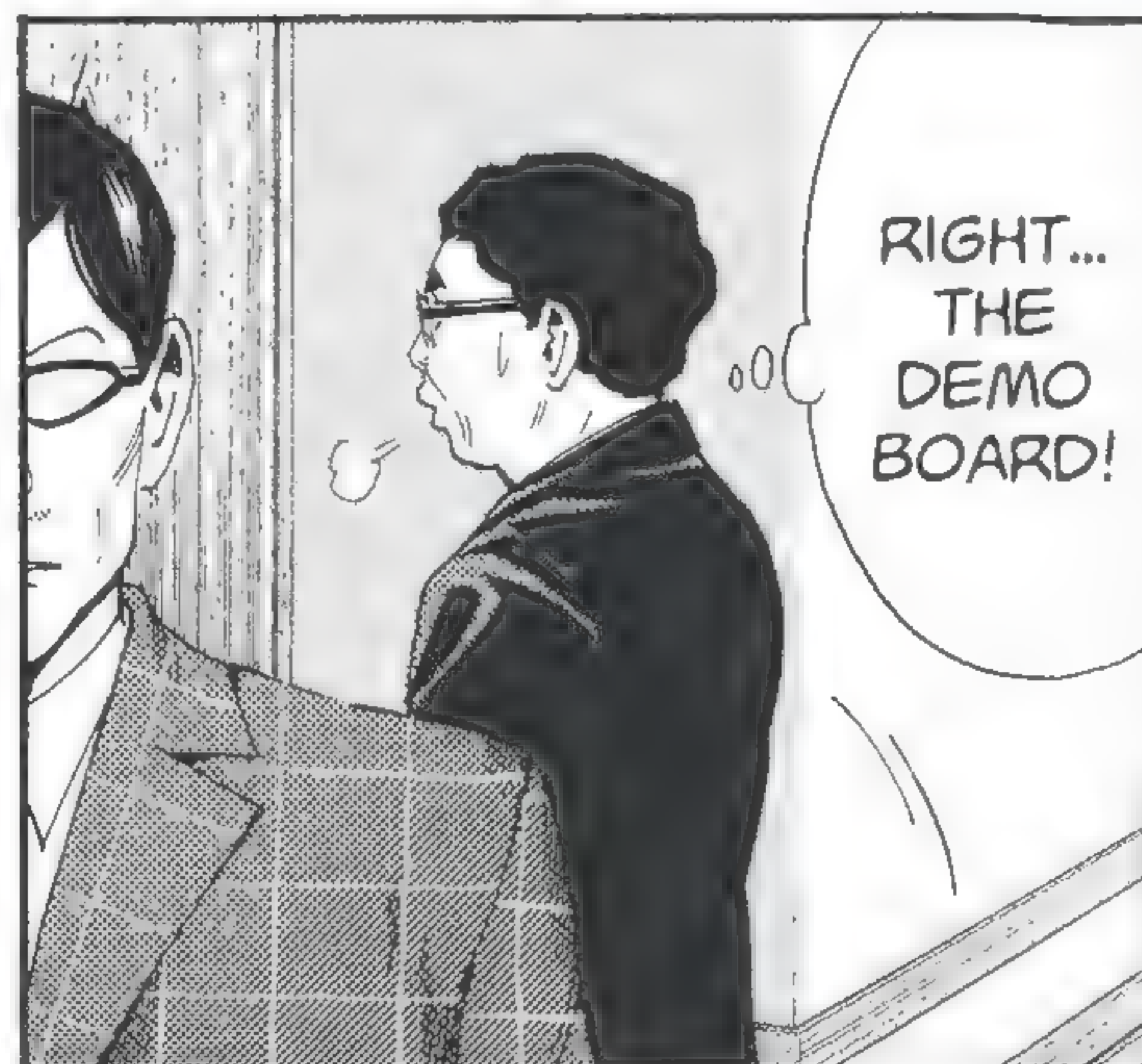
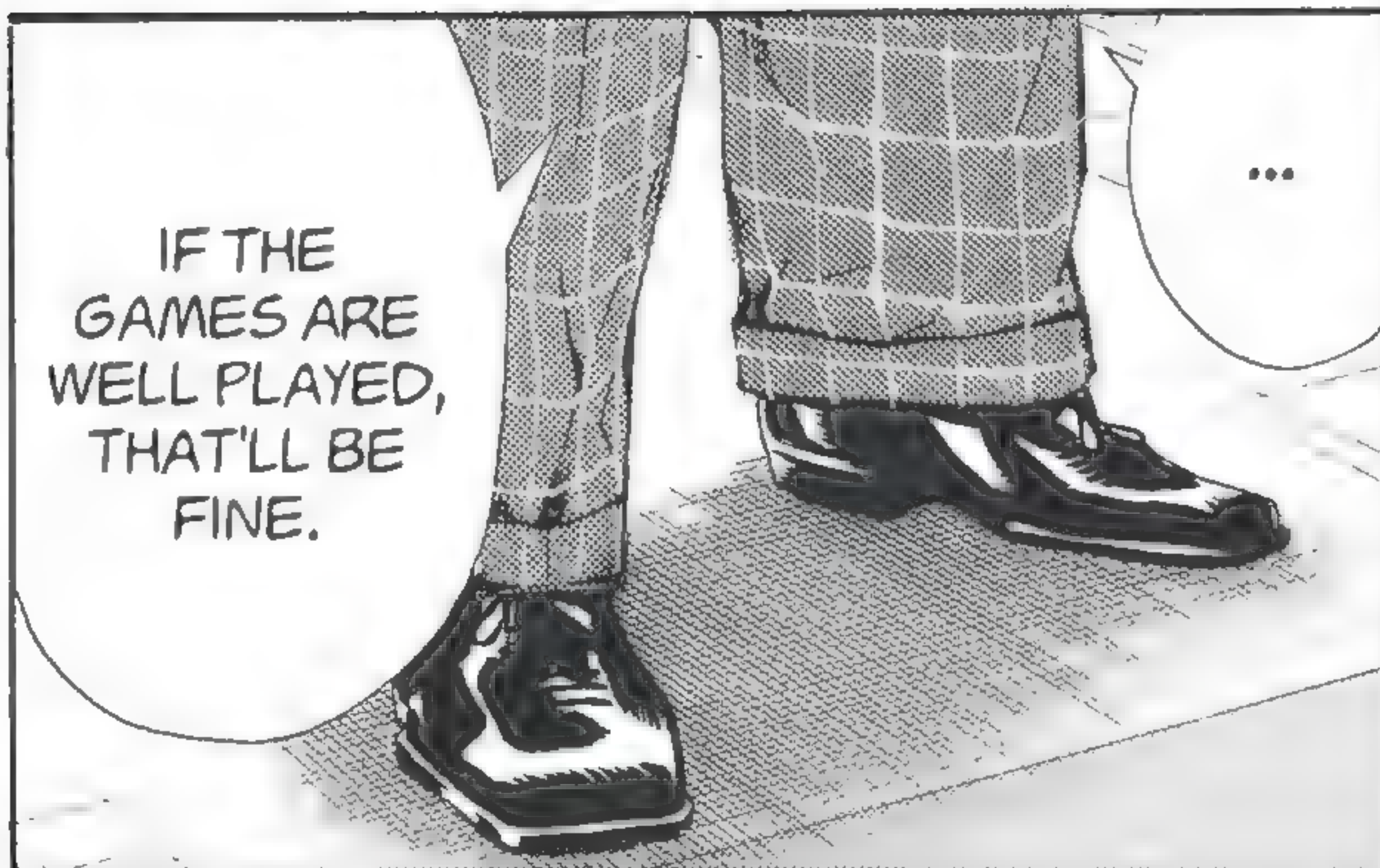


SOME SAY IT'S
A STRATEGY TO
THROW THE GAME
BETWEEN THE
FIRSTS.
IS THAT TRUE?



KURATA PUT SHINDO
FIRST BECAUSE
HE BELIEVES SHINDO
COULD WIN!
GOT THAT?!

...MADE UP
YOUR MIND
THAT JAPAN
CAN'T BEAT
KOREA!



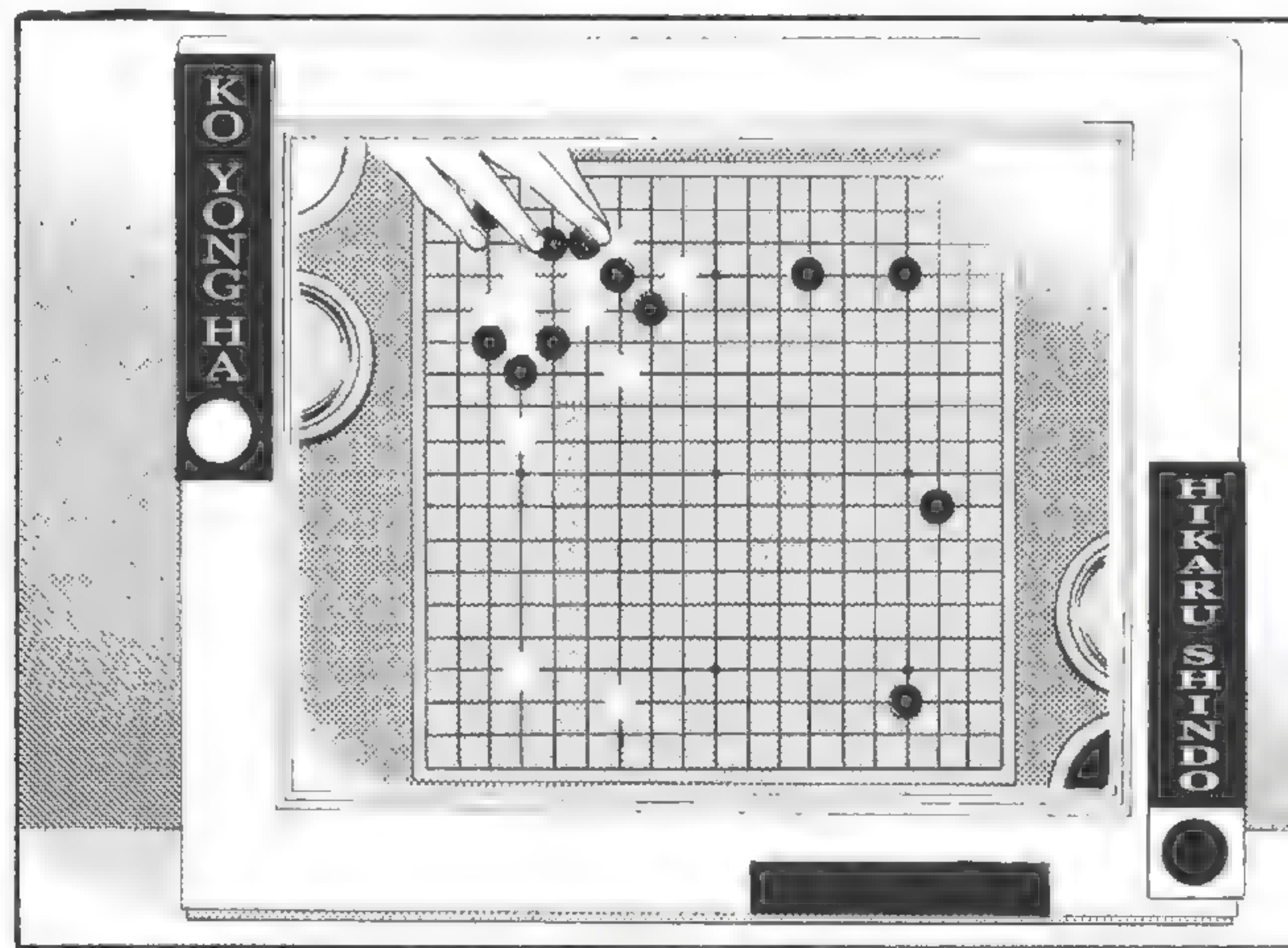


SHINDO ON
BLACK...IS
DOING
WELL!



I WONDER
HOW IT'S
BEEN
GOING SO
FAR...

I'D LIKE TO
BELIEVE IN
KURATA... RATHER,
IN SHINDO'S
STRENGTH...
AND FOCUS
DISCUSSION ON
THE GAME
BETWEEN THE
FIRSTS.





U SHINDO

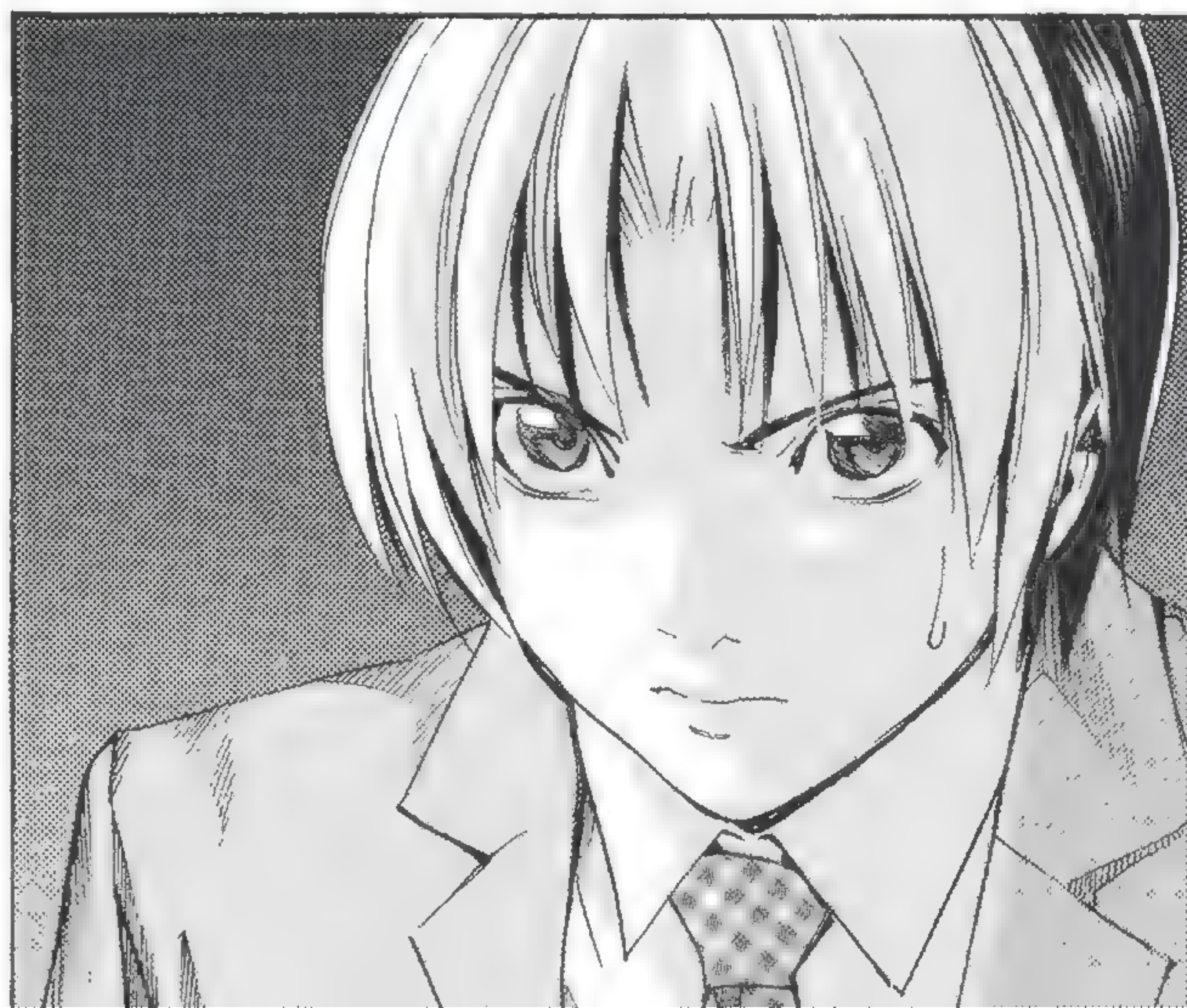
BLACK WILL HAVE
TO SPEND A
MOVE IN THE LEFT
CORNER AND
WHITE WILL TAKE
THE INITIATIVE.

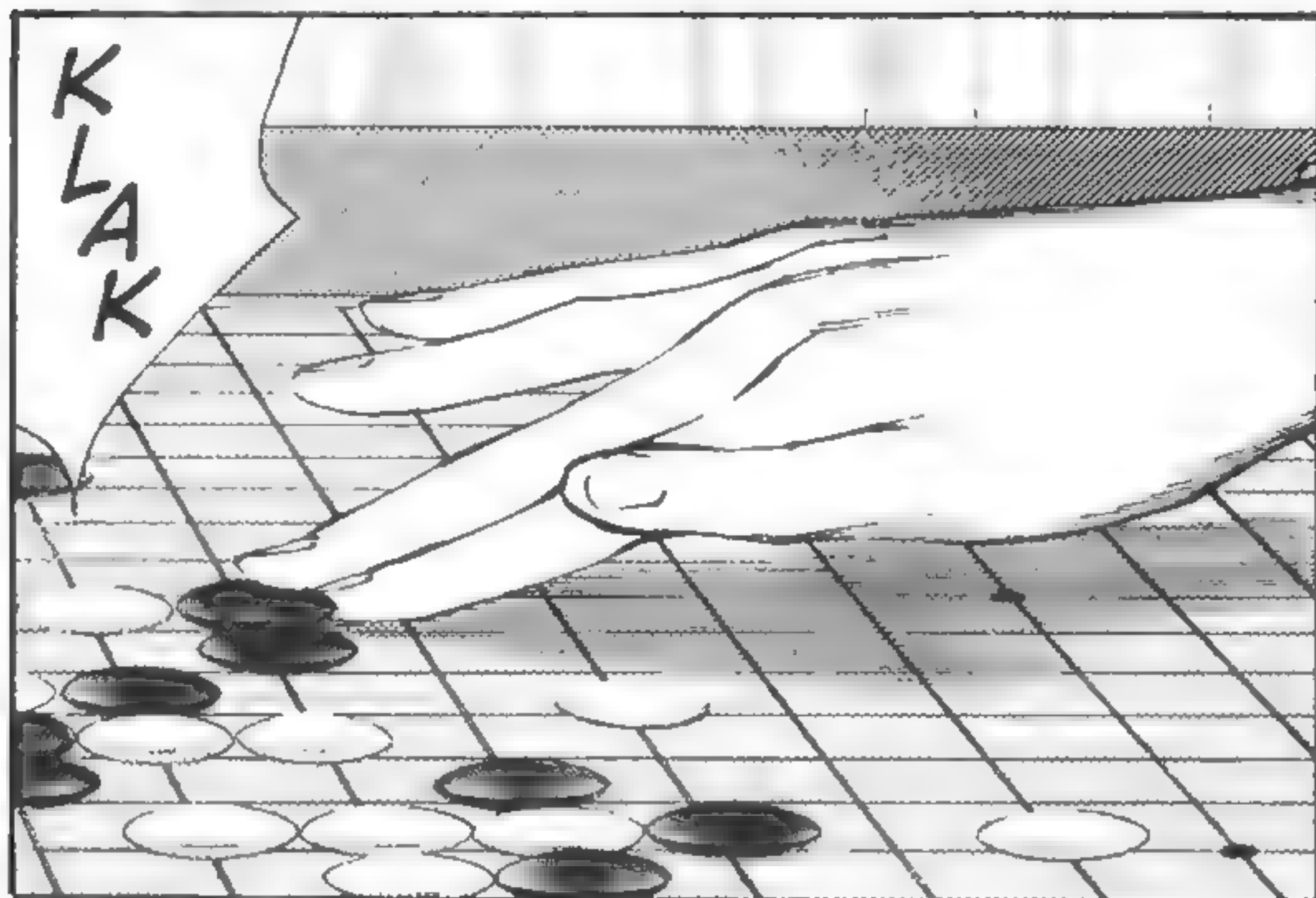
IF BLACK PUSHES
ON THE RIGHT,
WHITE WILL PLAY
THE HANE-
CONNECTION
ON THE LEFT.



NOW IT REALLY
HURTS THAT
I MADE THAT
TWO-SPACE
EXTENSION.

BUT IF BLACK
PLAYS ON THE
LEFT FIRST,
WHITE'LL
DELIVER A
PUNCH ON THE
RIGHT.





...I WILL
EXPLAIN
THIS FACE.



FOR MY
FOREIGN
READERS...

HIKARU NO GO

STORYBOARDS

55

YUMI
HOTTA



...FORM
THE EYES
AND THE
NOSE.



THE THREE
LETTERS,
"の、の、も"...

THIS IS A
FACE MADE
BY USING
JAPANESE
LETTERS.



MY FACE
IS JUST A
ののも
"NONOMO."



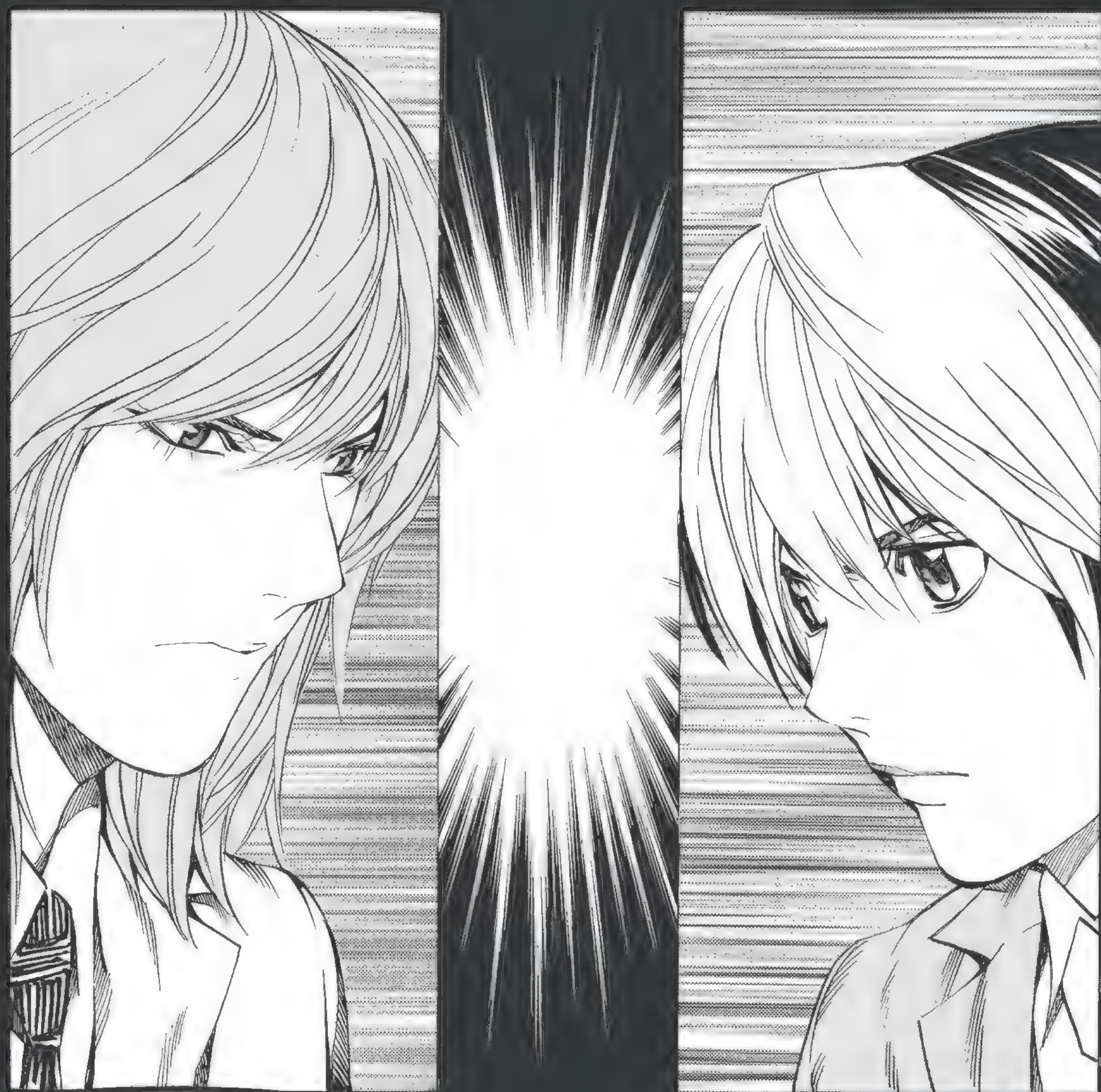
This.

THERE IS A
JAPANESE WAY OF
DOODLING A FACE
THAT IS CALLED
へのへのもへじ
"HENOHENOMOHEJI."

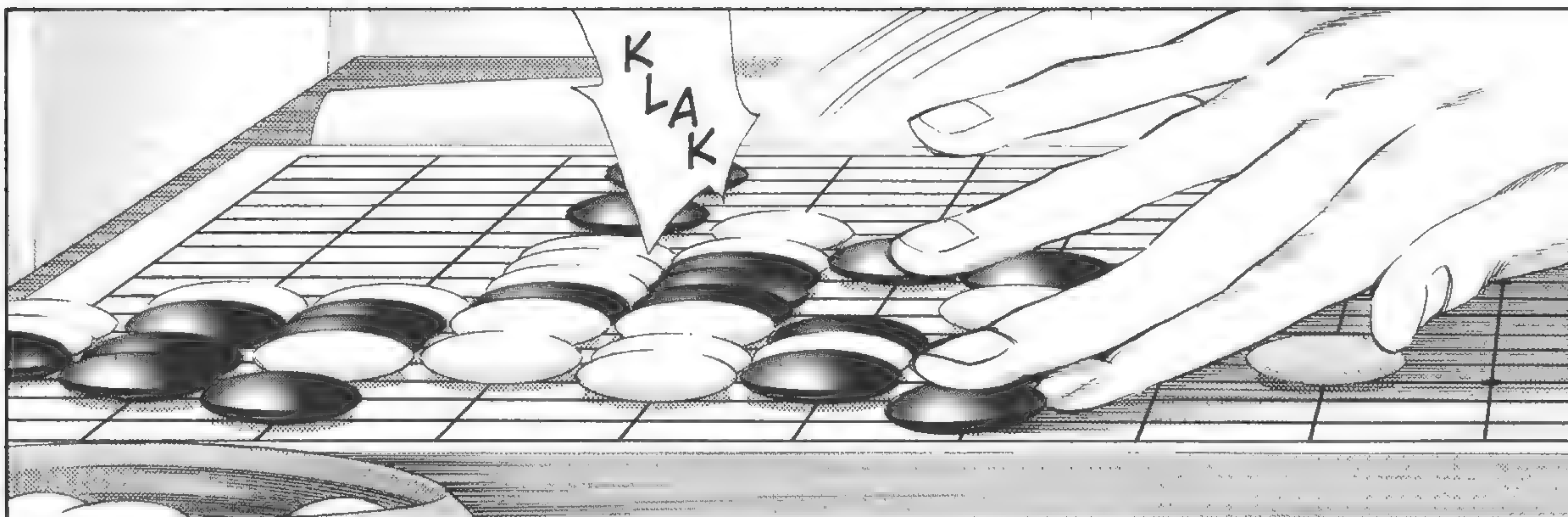
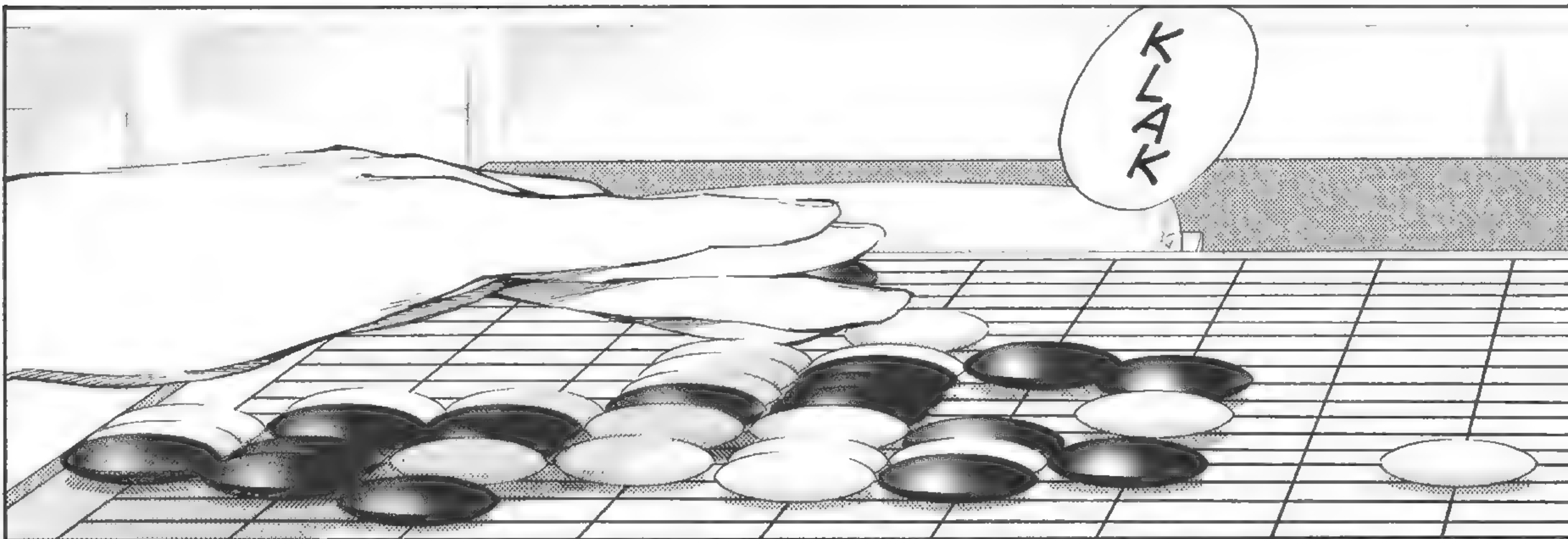
Looks a lot
like my Aibo,
(a robot dog!!)
(Ha ha!)

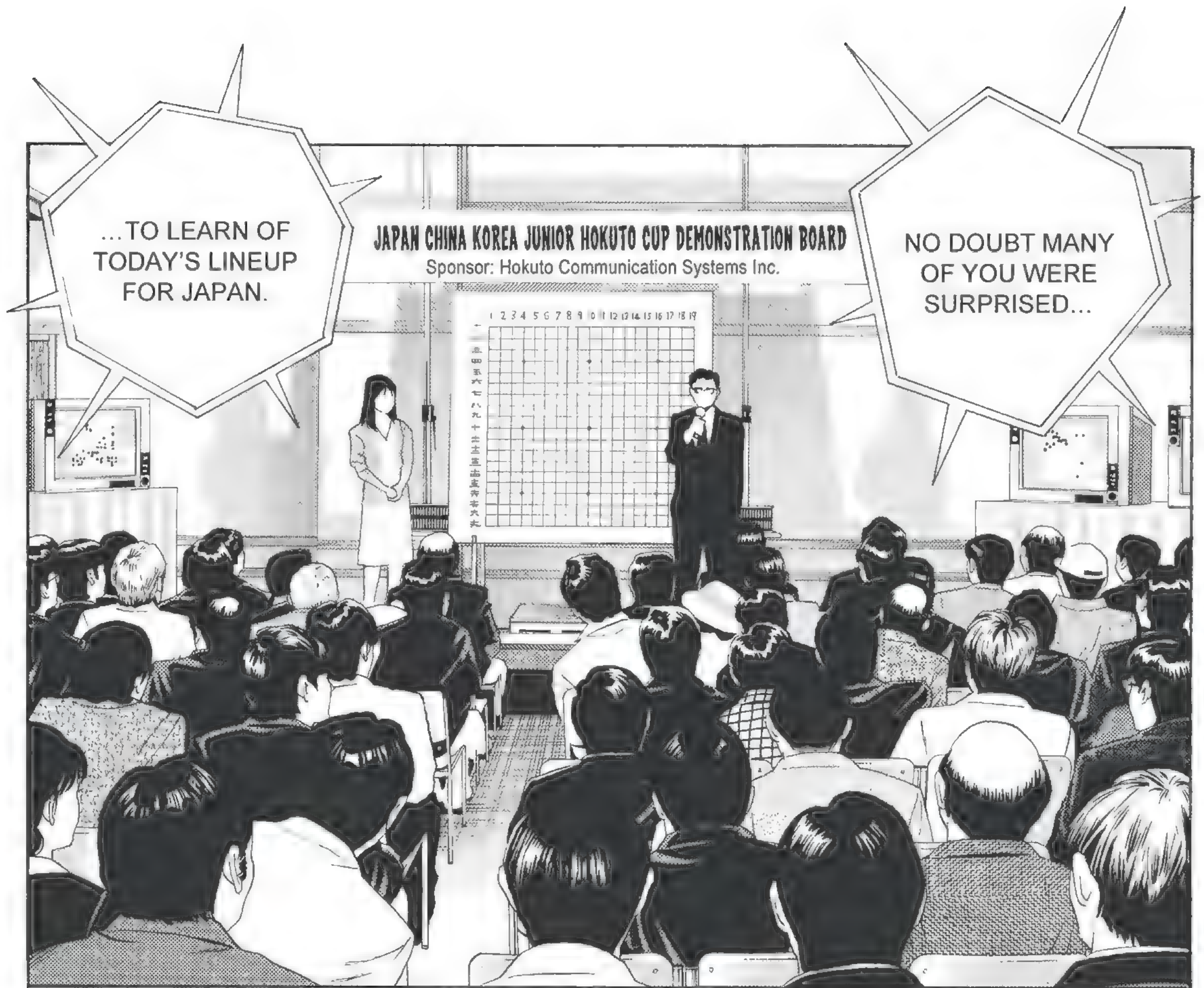


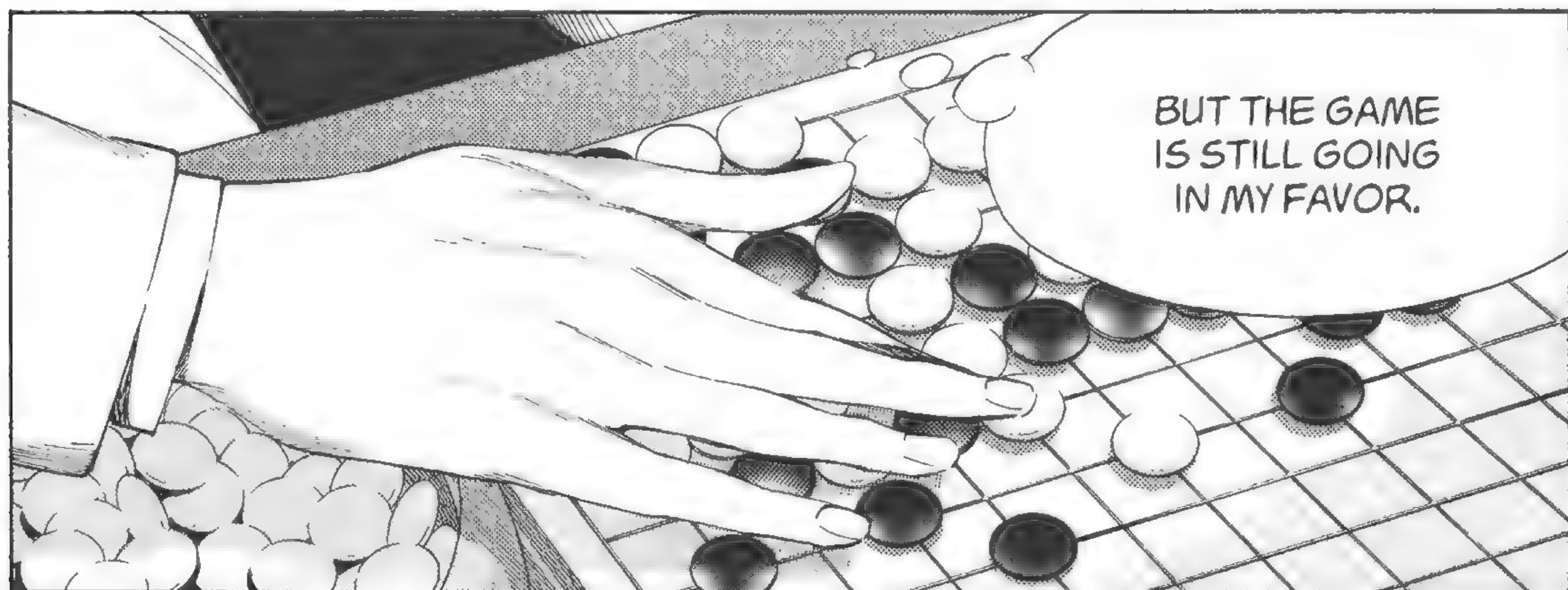
BY THE WAY,
IF YOU WERE TO
DRAW A NONOMO
FACE USING
KOREAN HANGUL
LETTERS, THIS IS
WHAT YOU'D
HAVE.

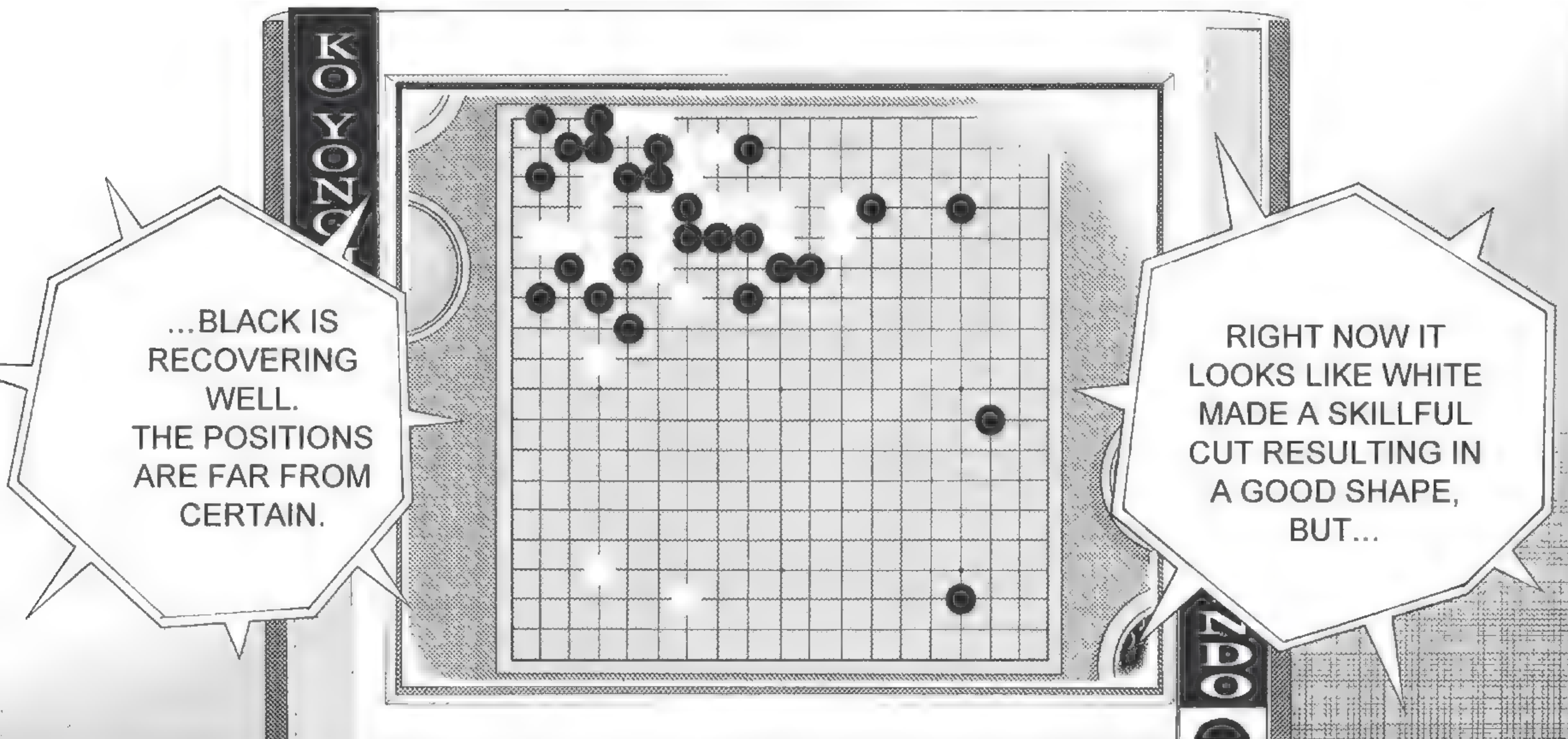


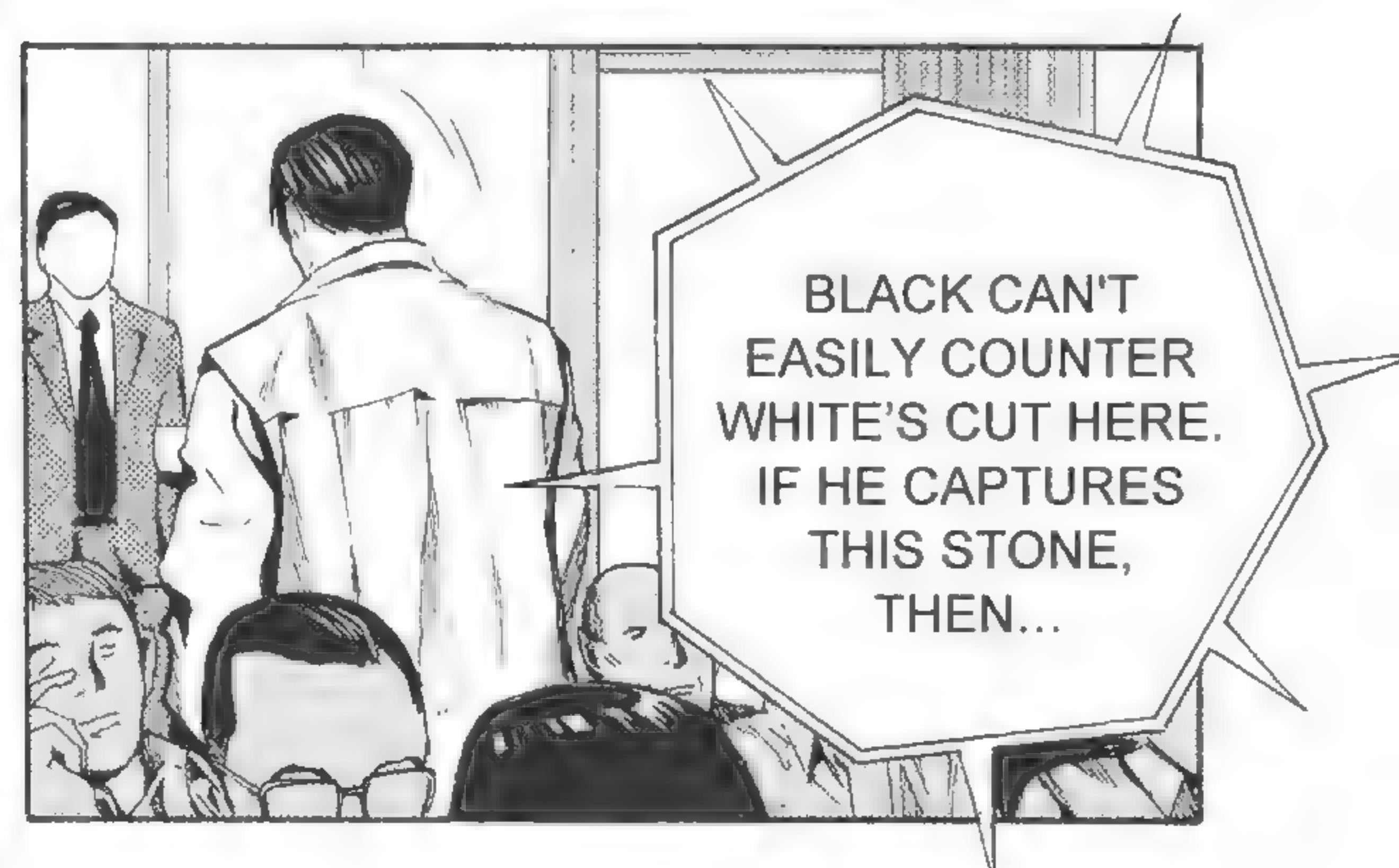
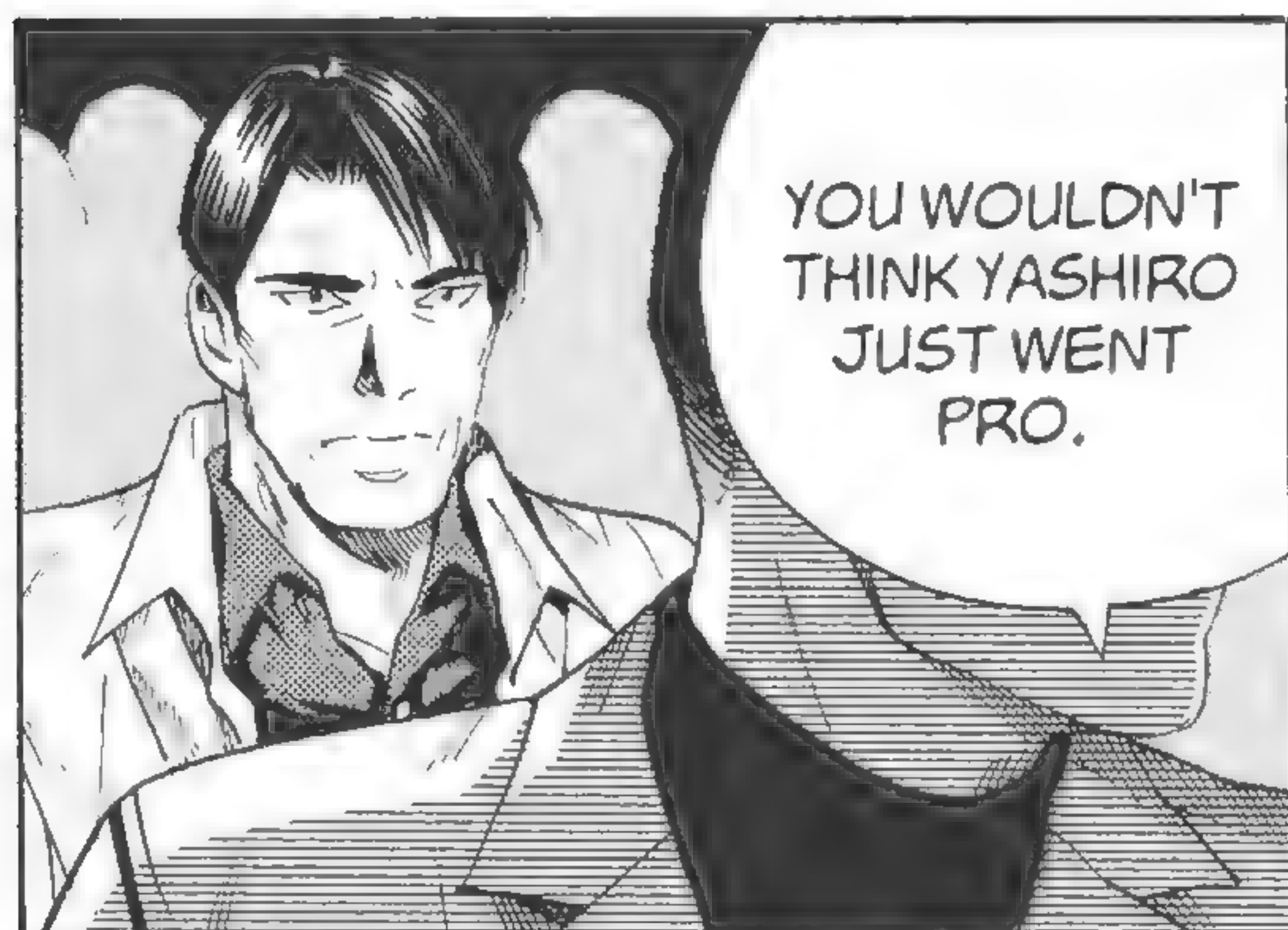
Game 185 "Japan vs. Korea: 2"

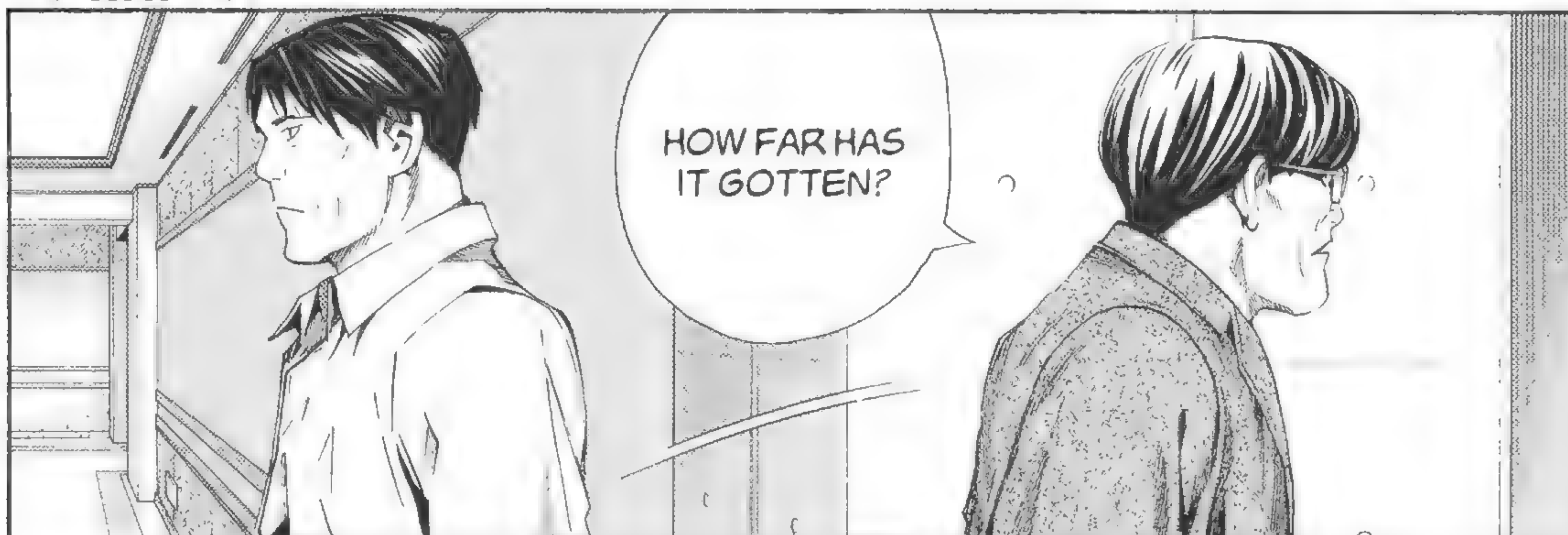














...TAKING
CARE OF
SOME
OTHER
BUSINESS.

I DROPPED
BY SINCE I
WAS HERE
IN TOKYO...



NO, I'M
LEAVING.

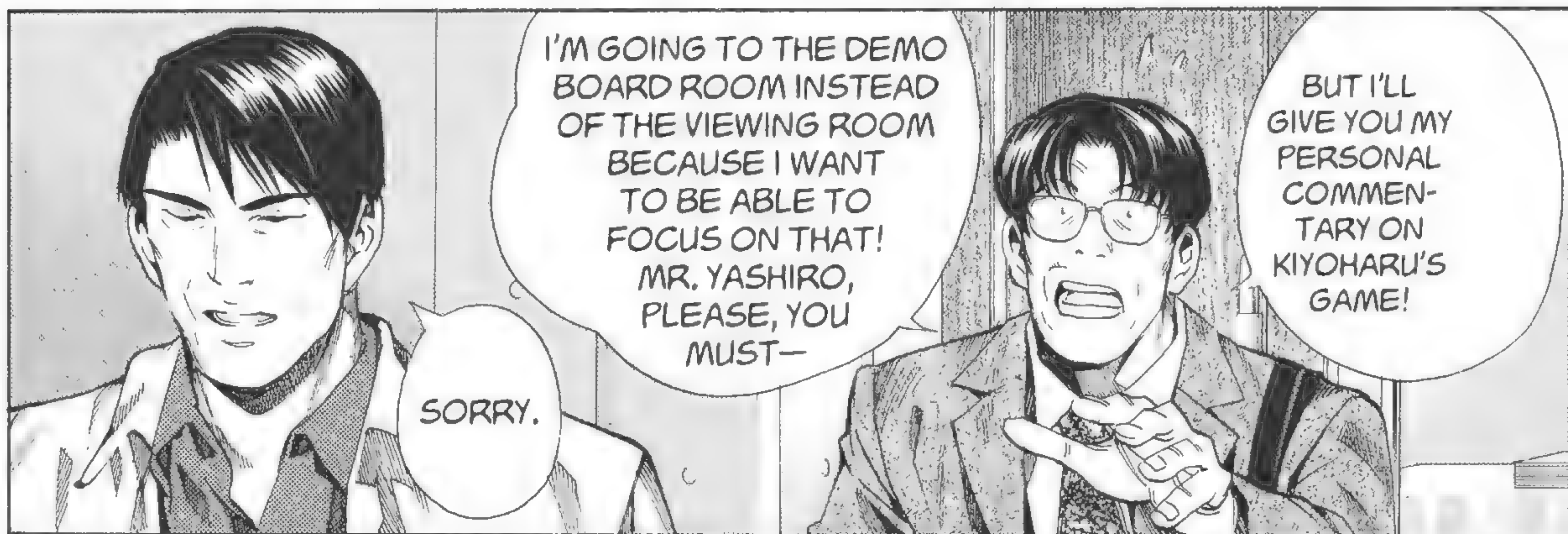
...YOU
GOING?
PLEASE
JOIN ME
AND—

WELL,
THAT'S
WHAT
COUNTS!
WAIT,
WHERE
ARE...



KIYOHARU
WILL BE SO
PLEASED!

...YOU CAME
ALL THE WAY
OUT HERE
TO WATCH!



SORRY.

I'M GOING TO THE DEMO
BOARD ROOM INSTEAD
OF THE VIEWING ROOM
BECAUSE I WANT
TO BE ABLE TO
FOCUS ON THAT!
MR. YASHIRO,
PLEASE, YOU
MUST—

BUT I'LL
GIVE YOU MY
PERSONAL
COMMENTARY
ON
KIYOHARU'S
GAME!

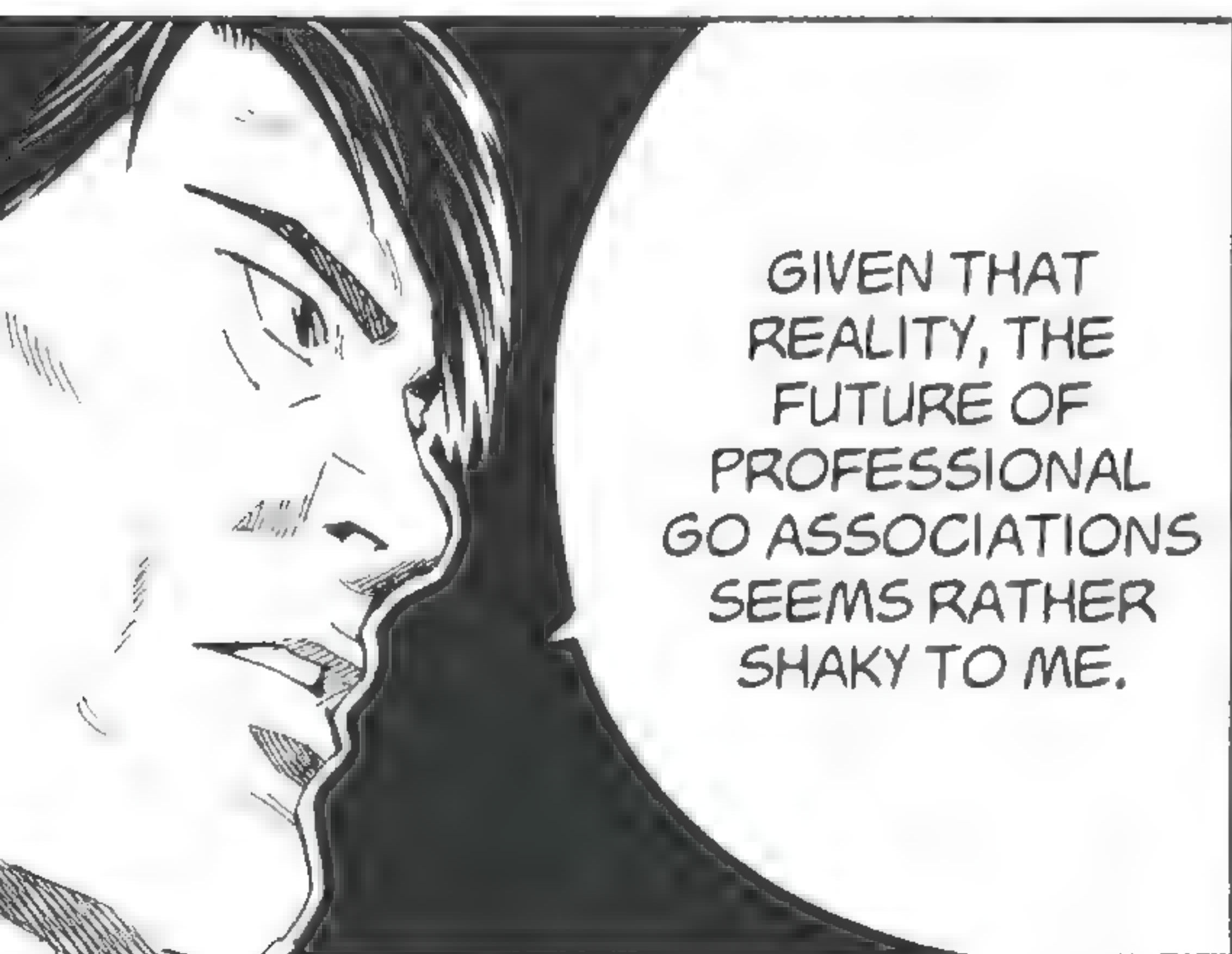


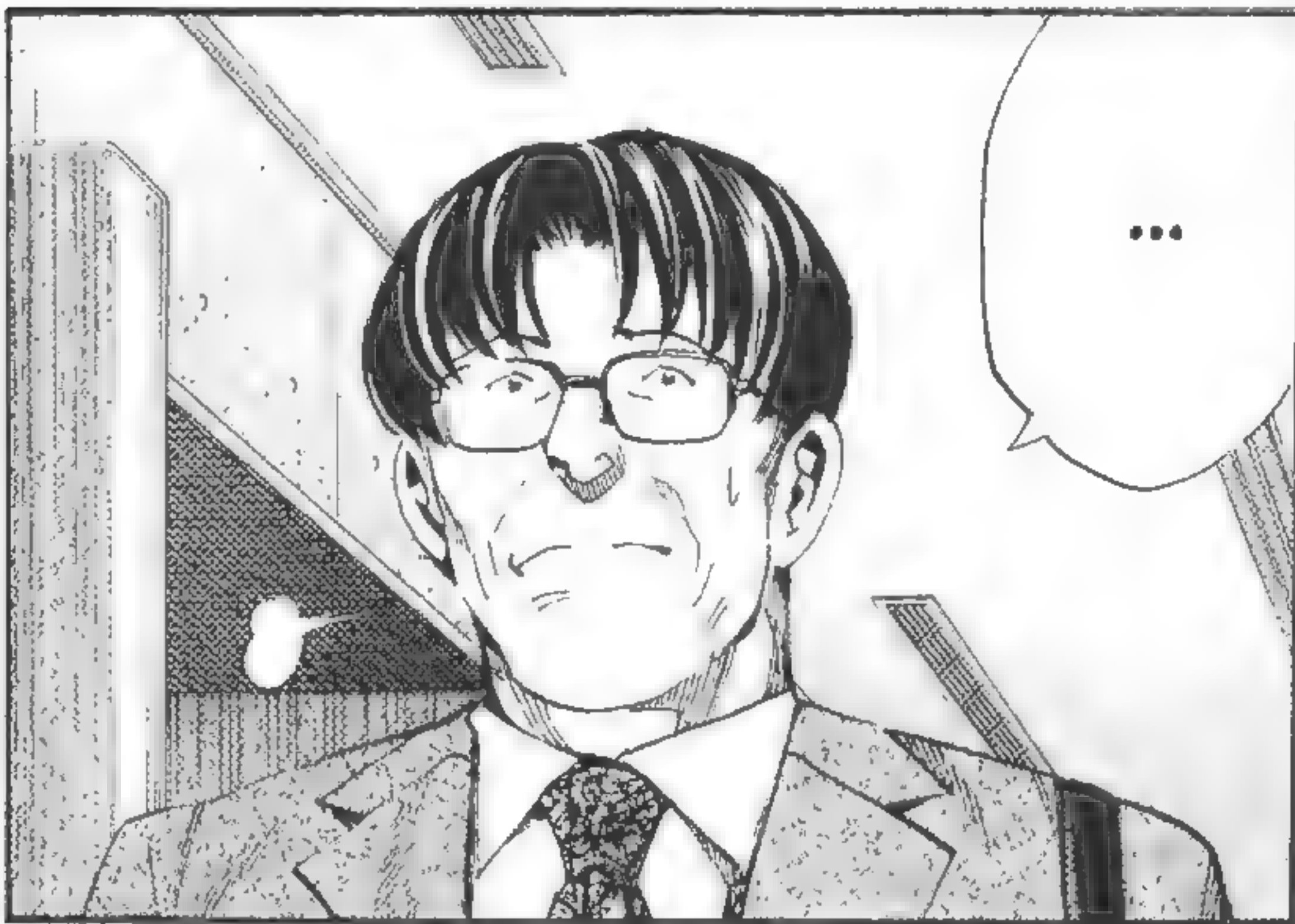
KIYOHARU'S
FUTURE IS SO
PROMISING!

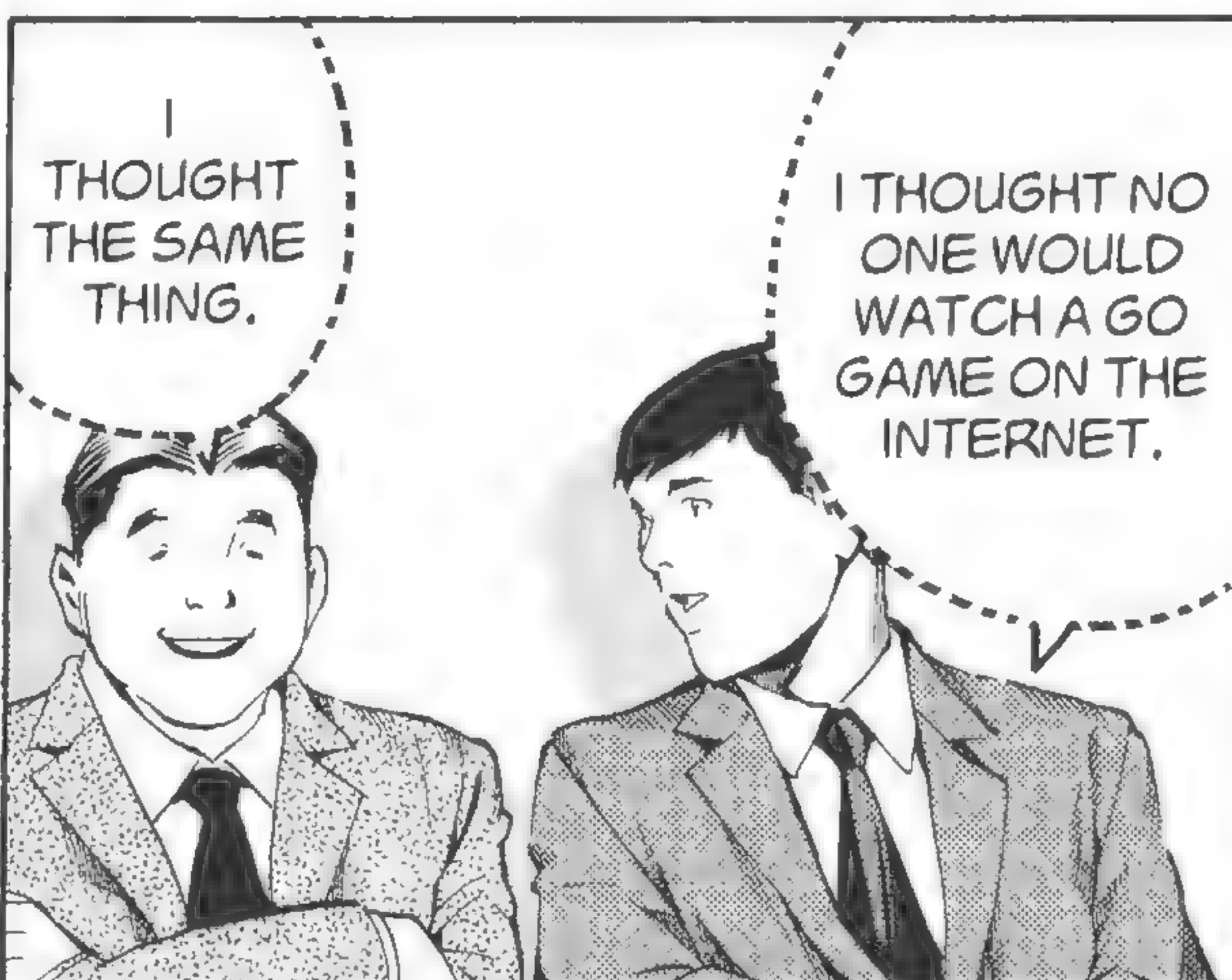


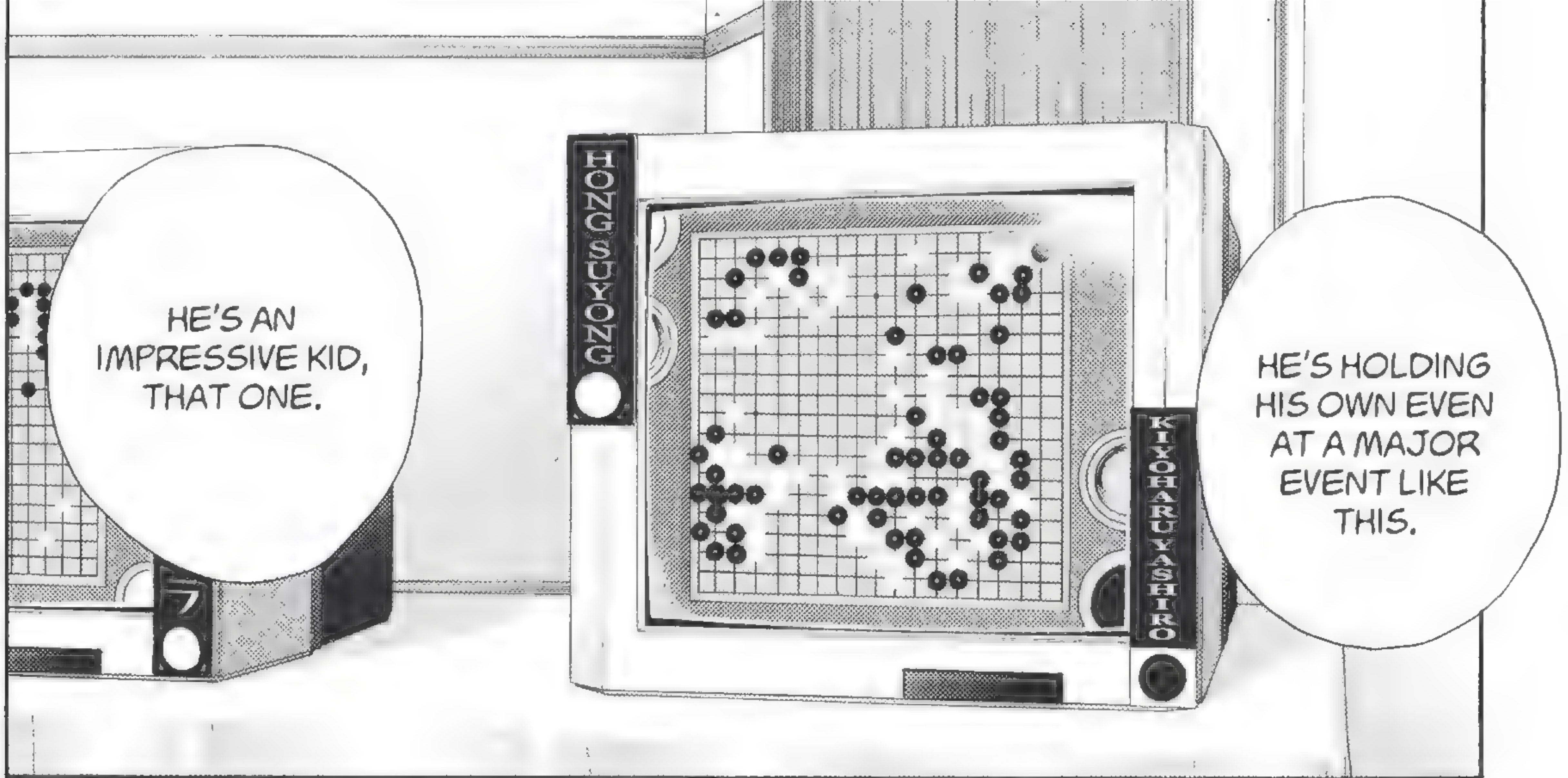
WHY
CAN'T YOU
SUPPORT
AND EN-
COURAGE
HIM?!

ARE YOU
STILL
OPPOSED
TO YOUR
SON BEING
A PROFES-
SIONAL GO
PLAYER?!



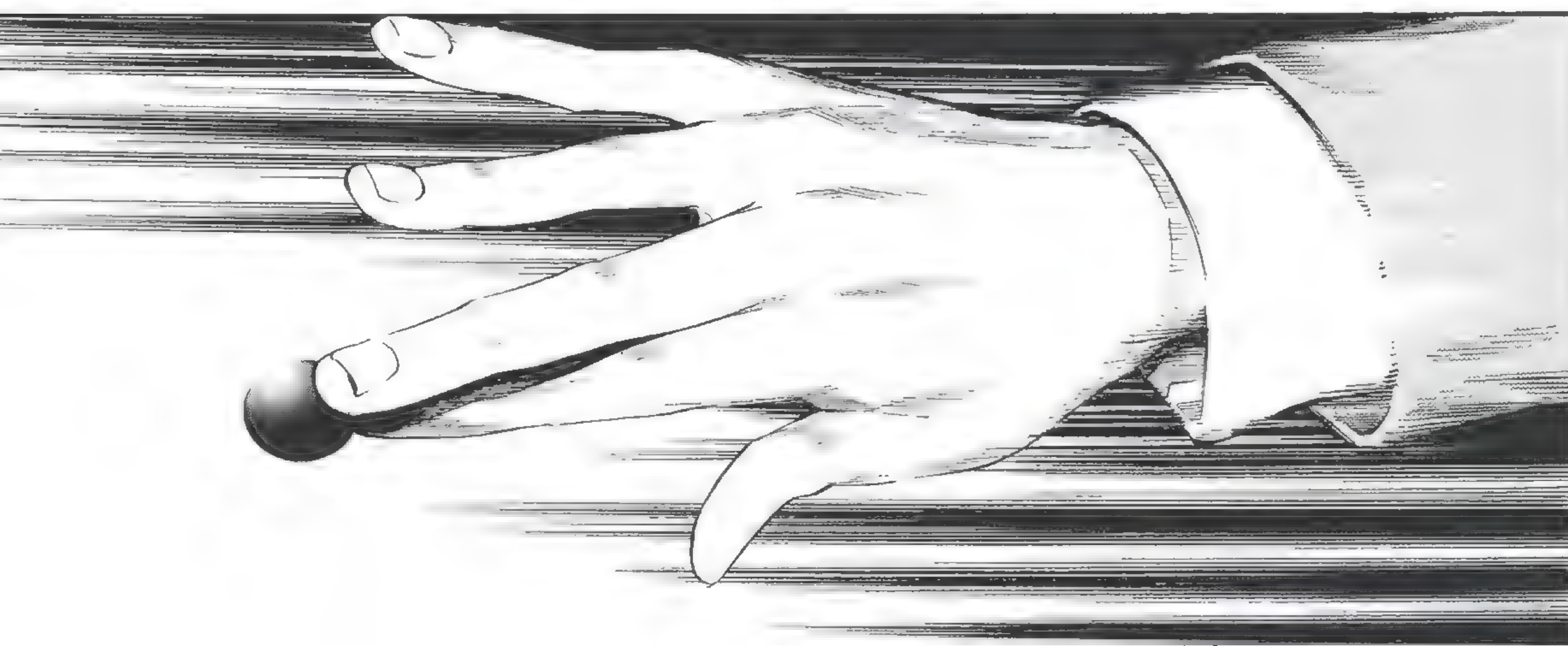


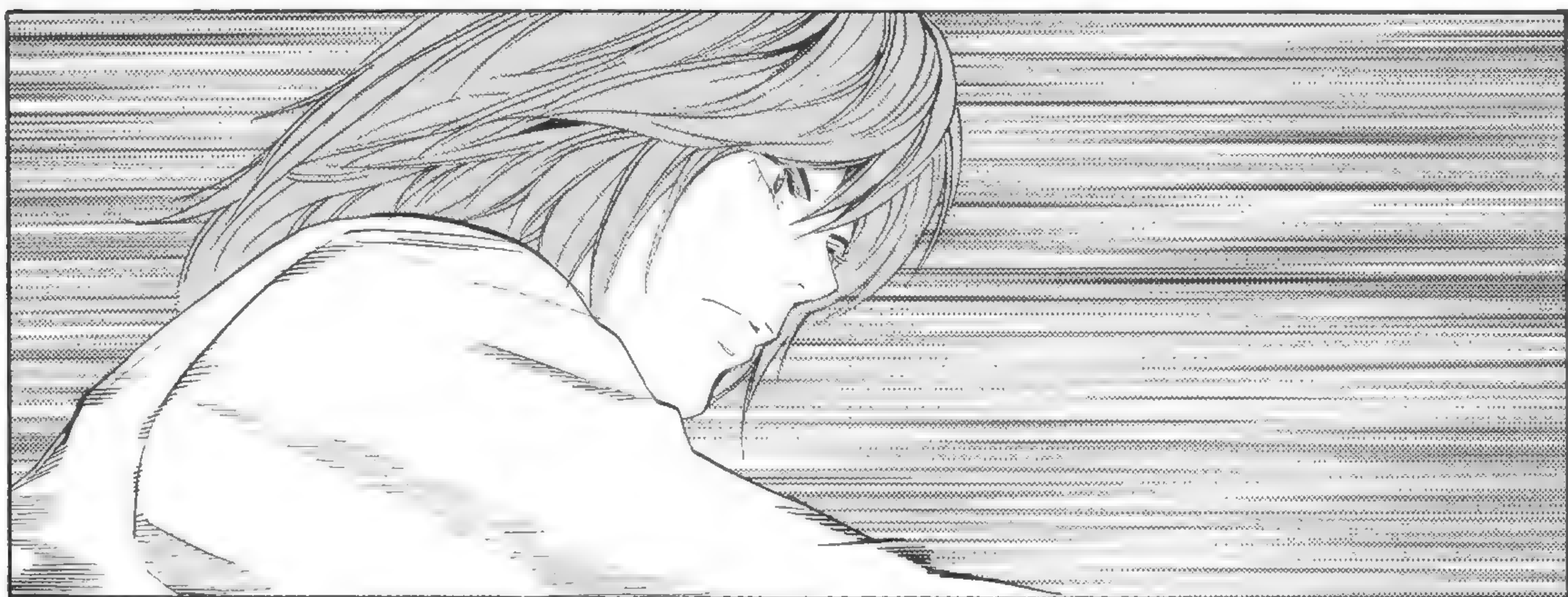


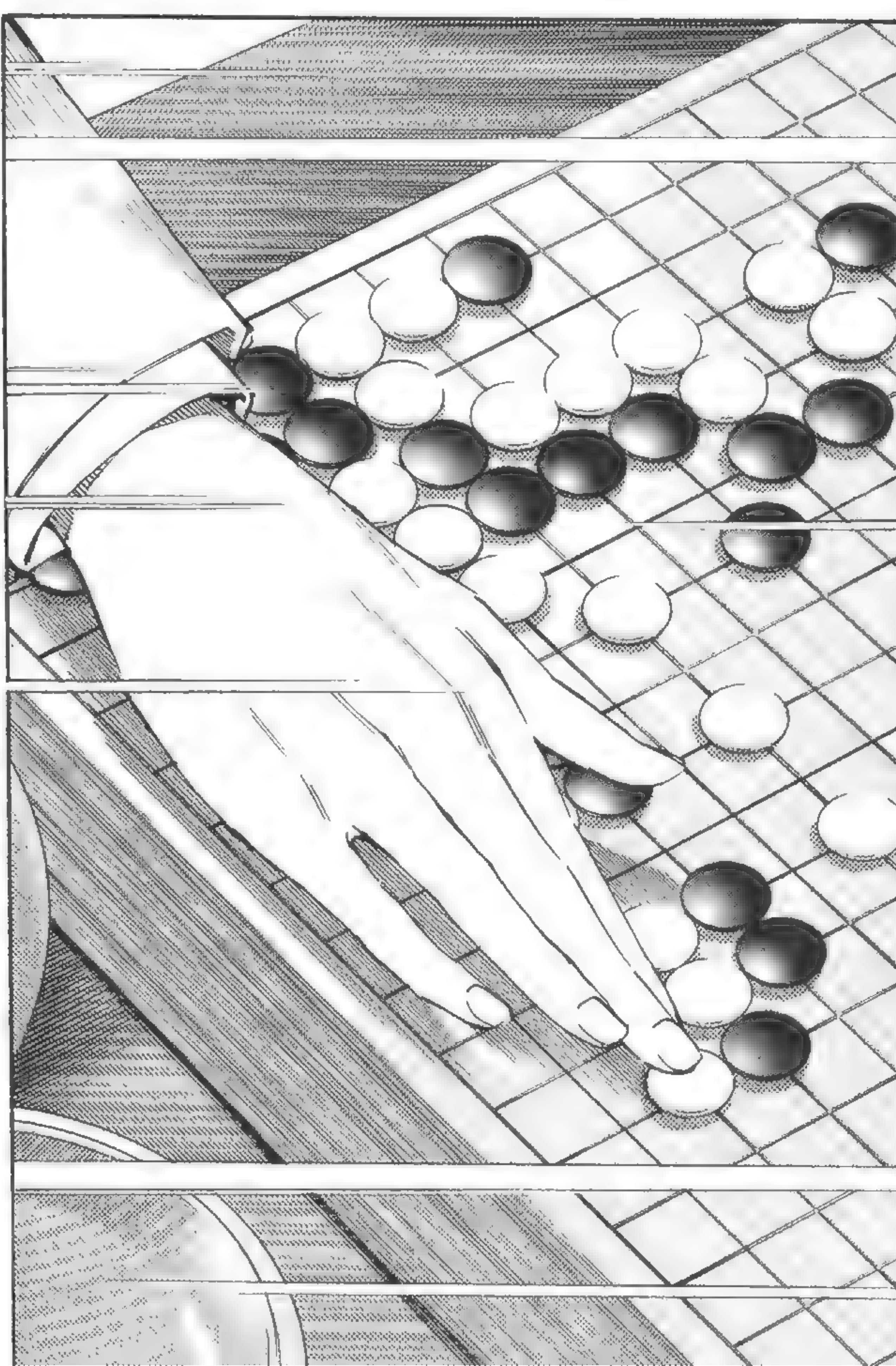
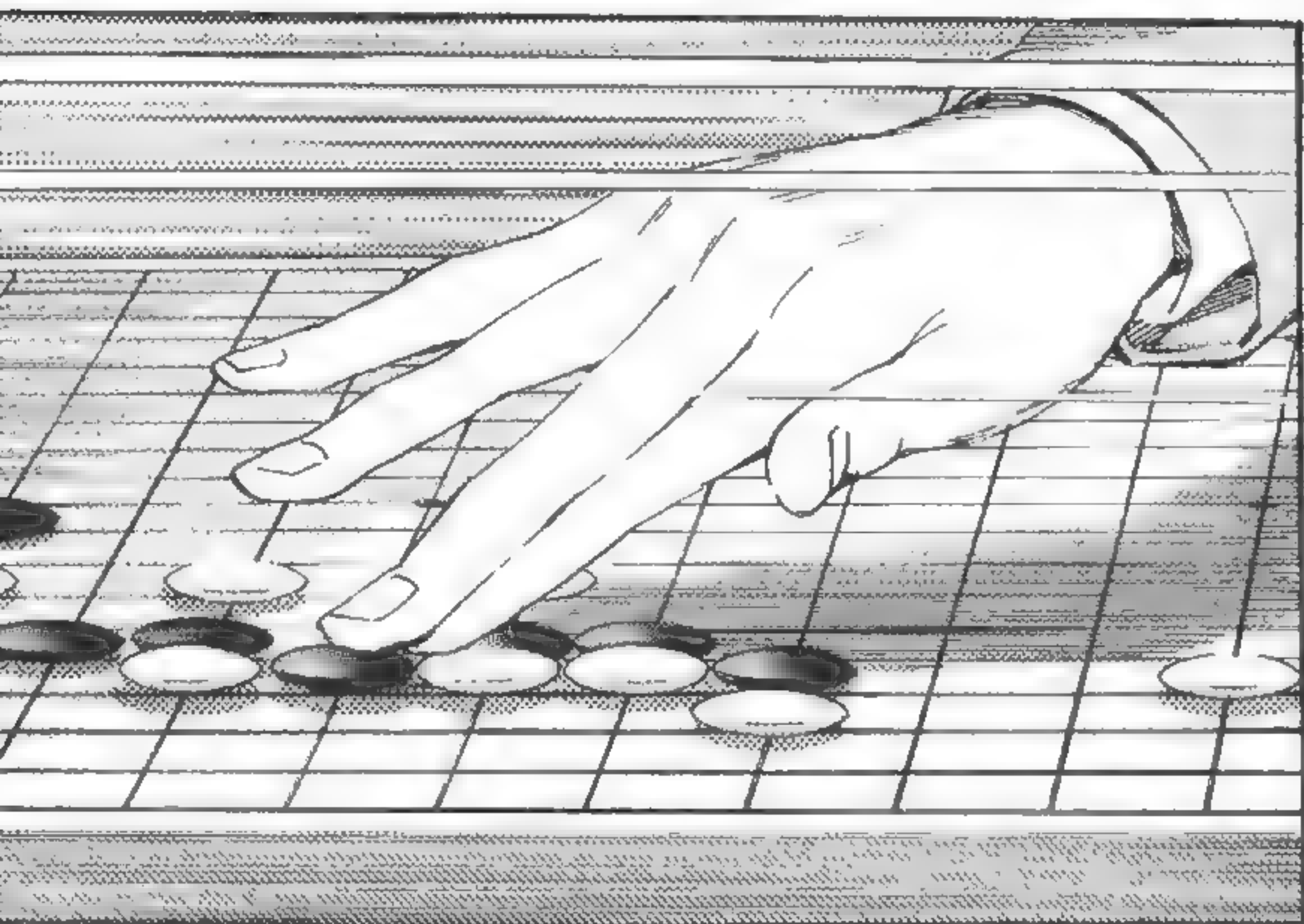
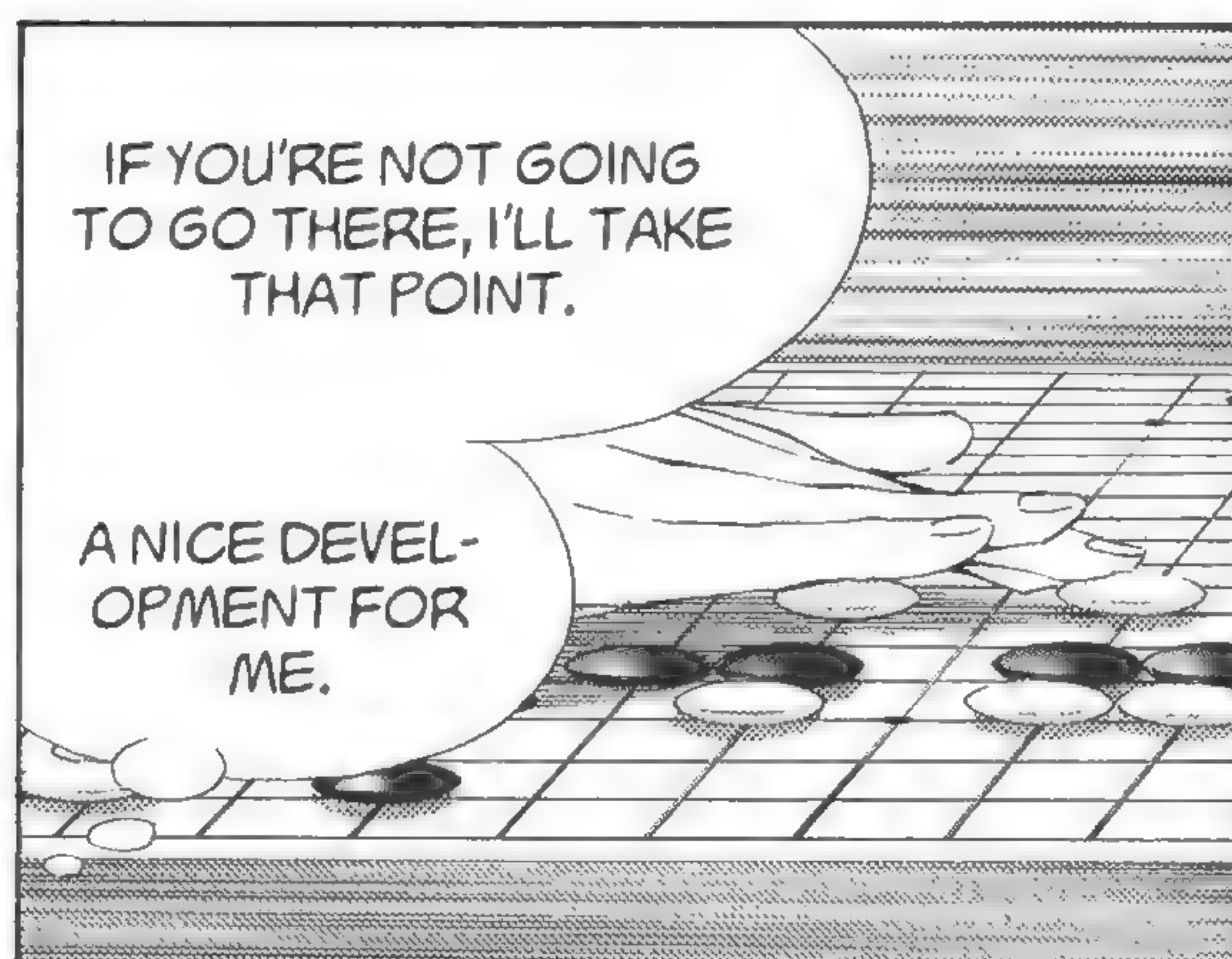
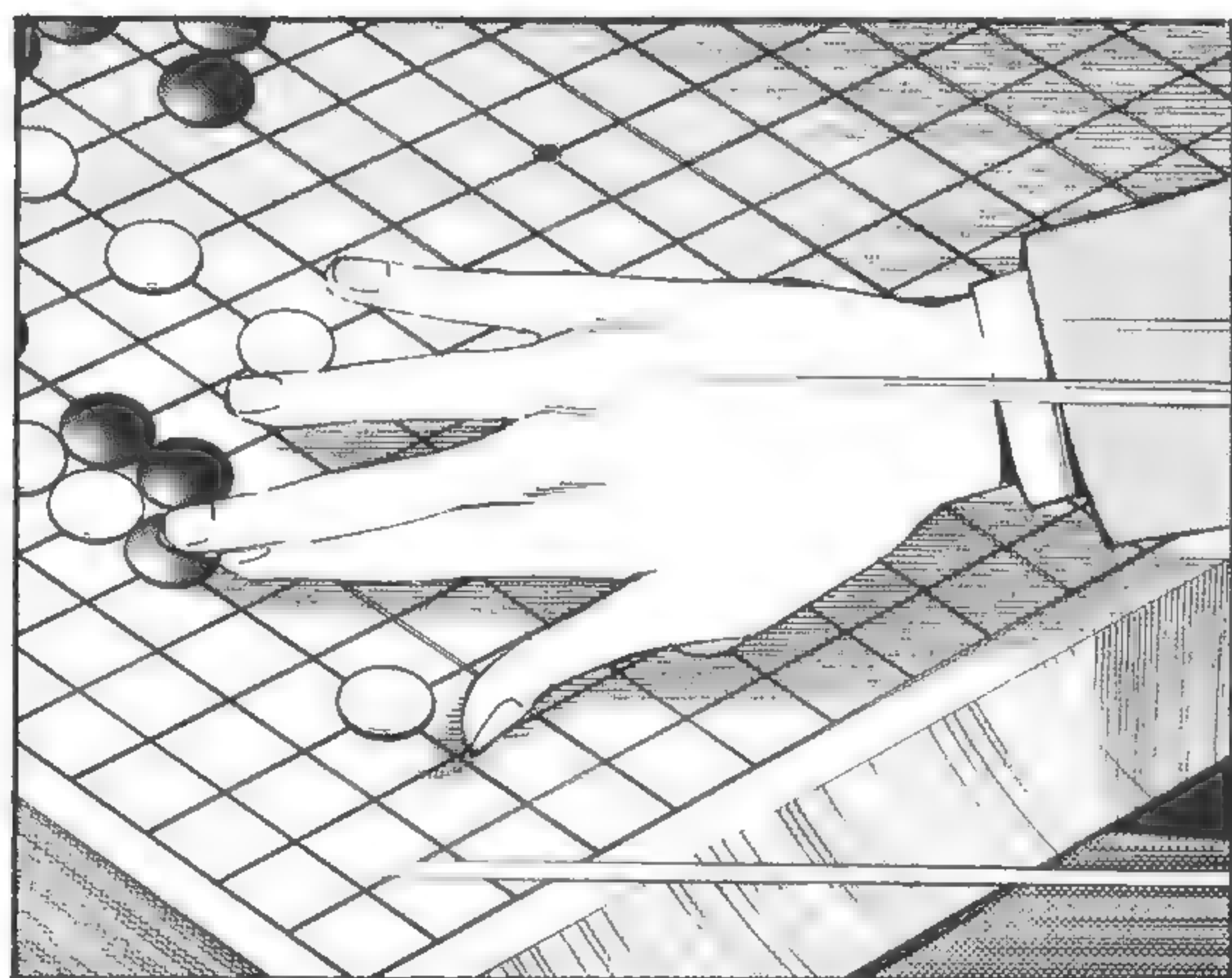


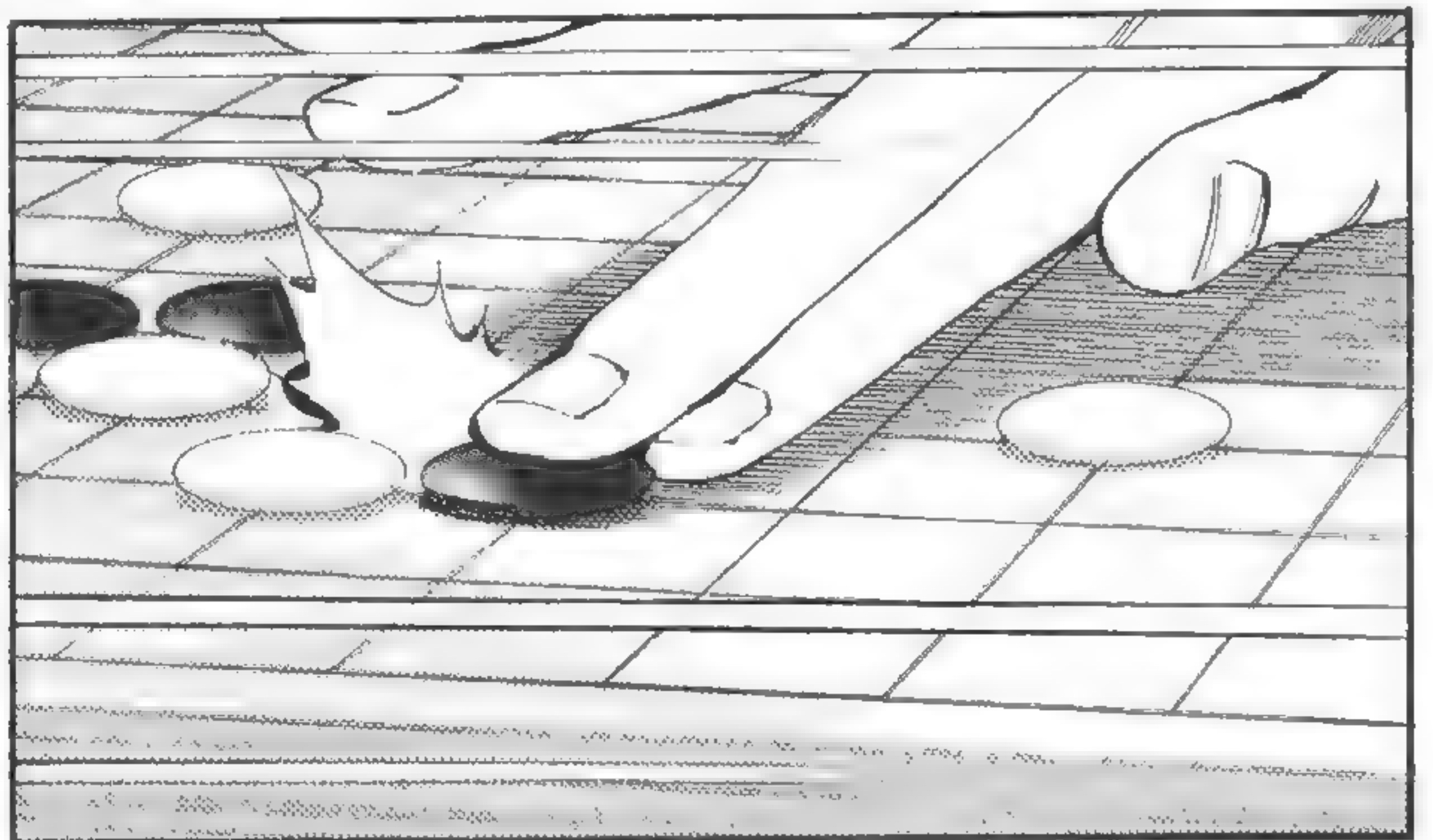
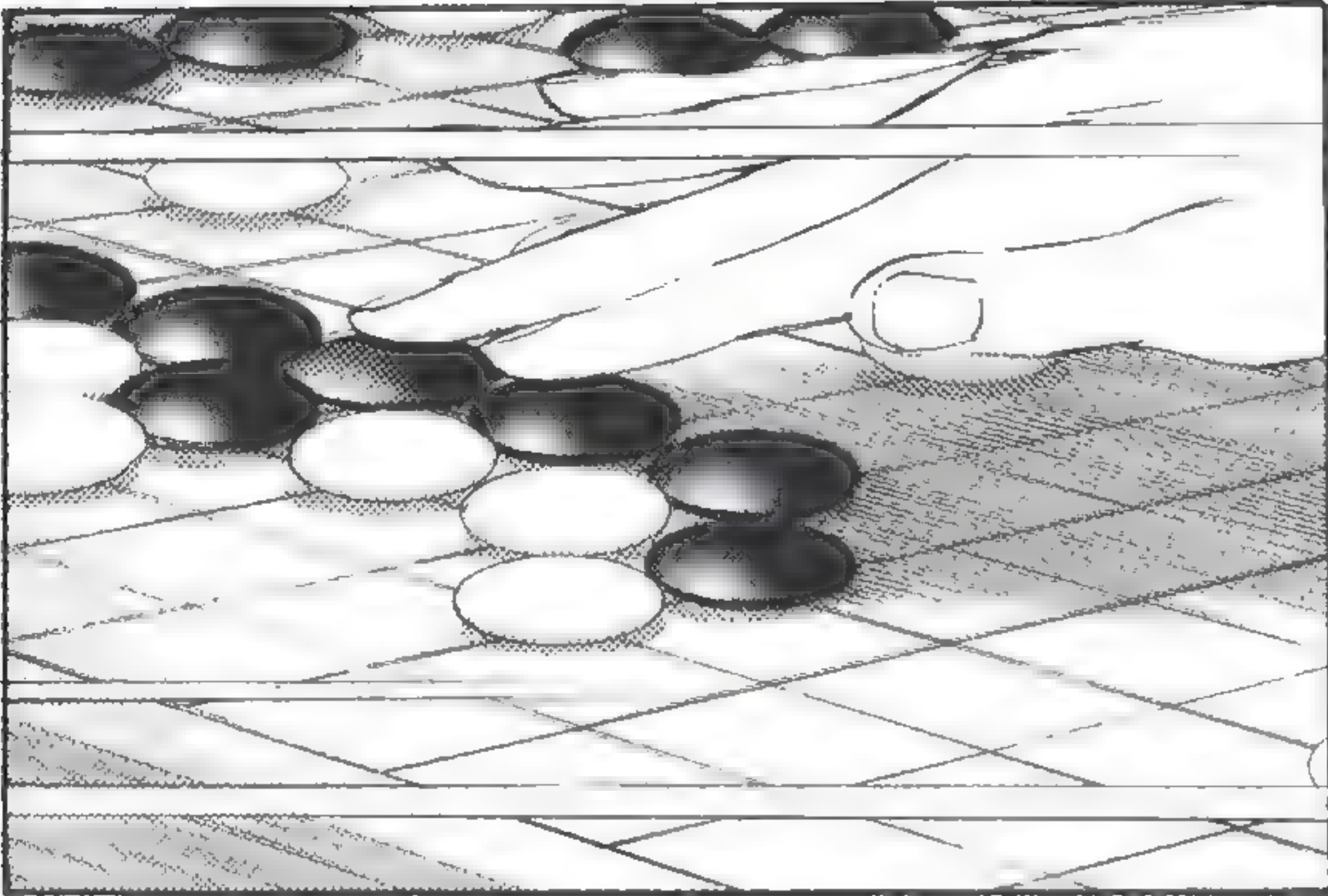


IF YOU ASK ME,
THE FUTURE OF
GO IS FAR
FROM BLEAK!



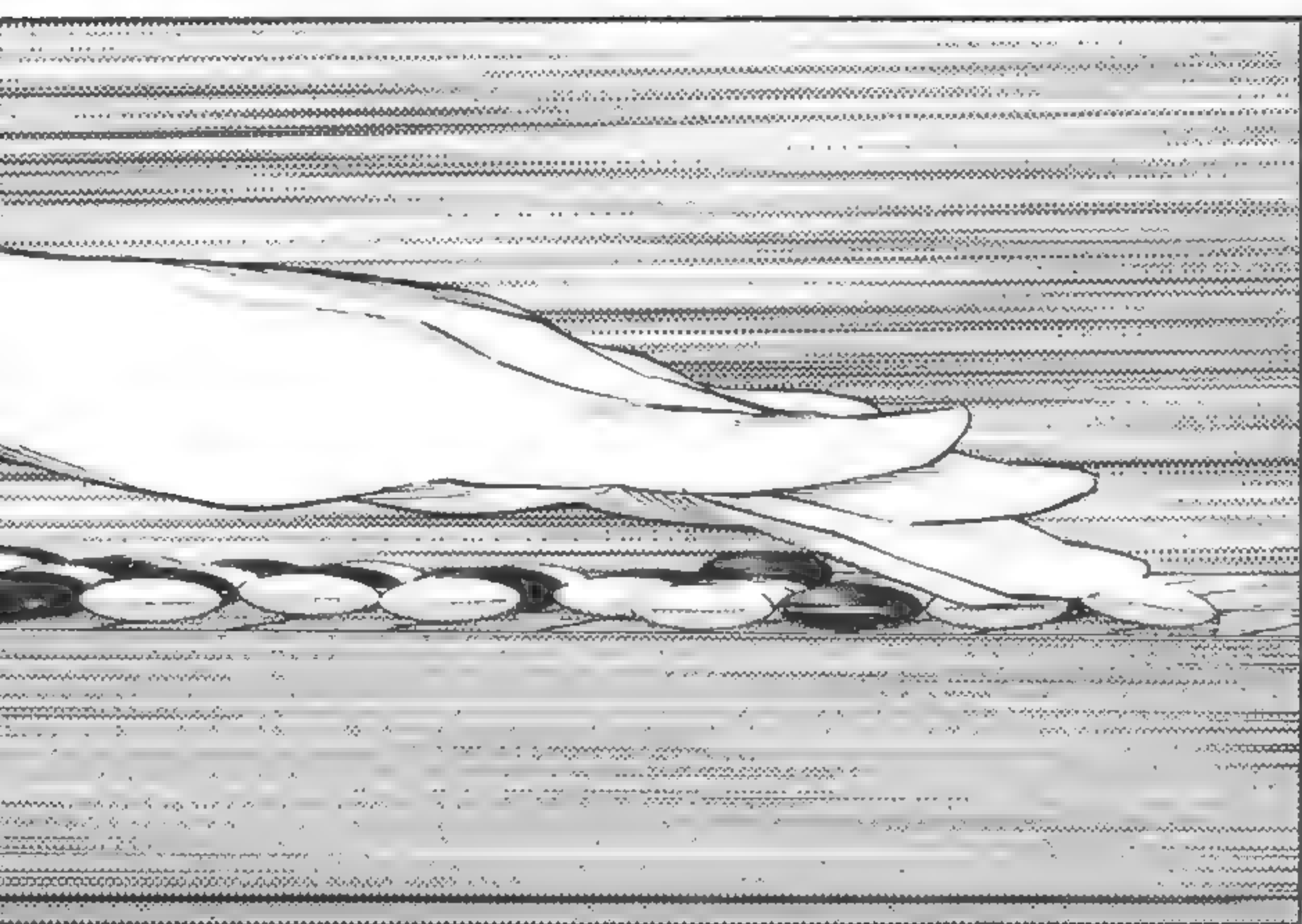
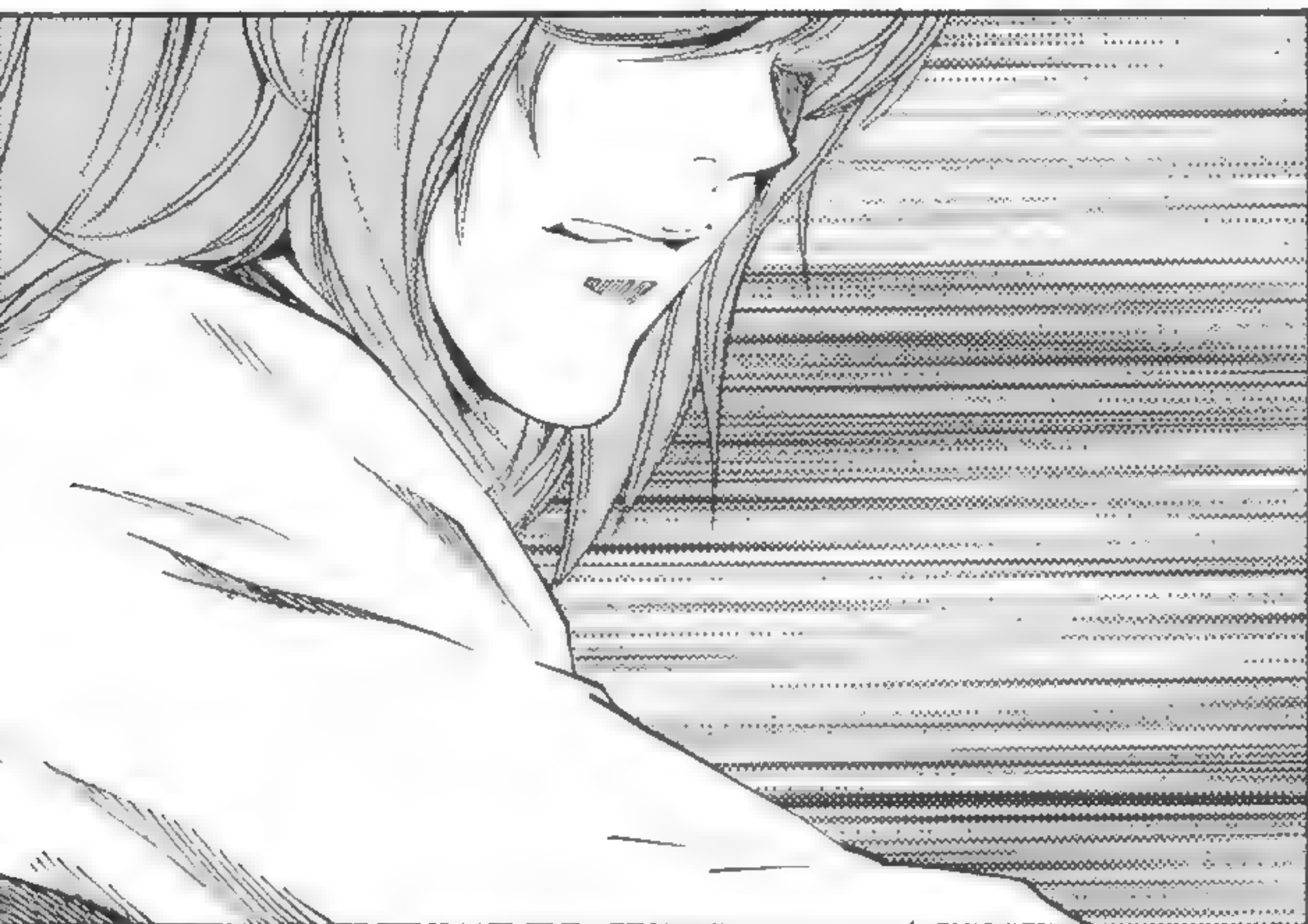








THANKS TO
YOU, I WAS
ABLE TO HIT
THE HEAD OF
WHITE'S
STONES!



I'LL JUST
PUSH WHITE
TO THE EDGE
AND...
BLACK'S
GAINED
THICKNESS
IN THE
CENTER!



NOW
I'LL PUT
PRESSURE
ON WHITE'S
CENTER
GROUP!



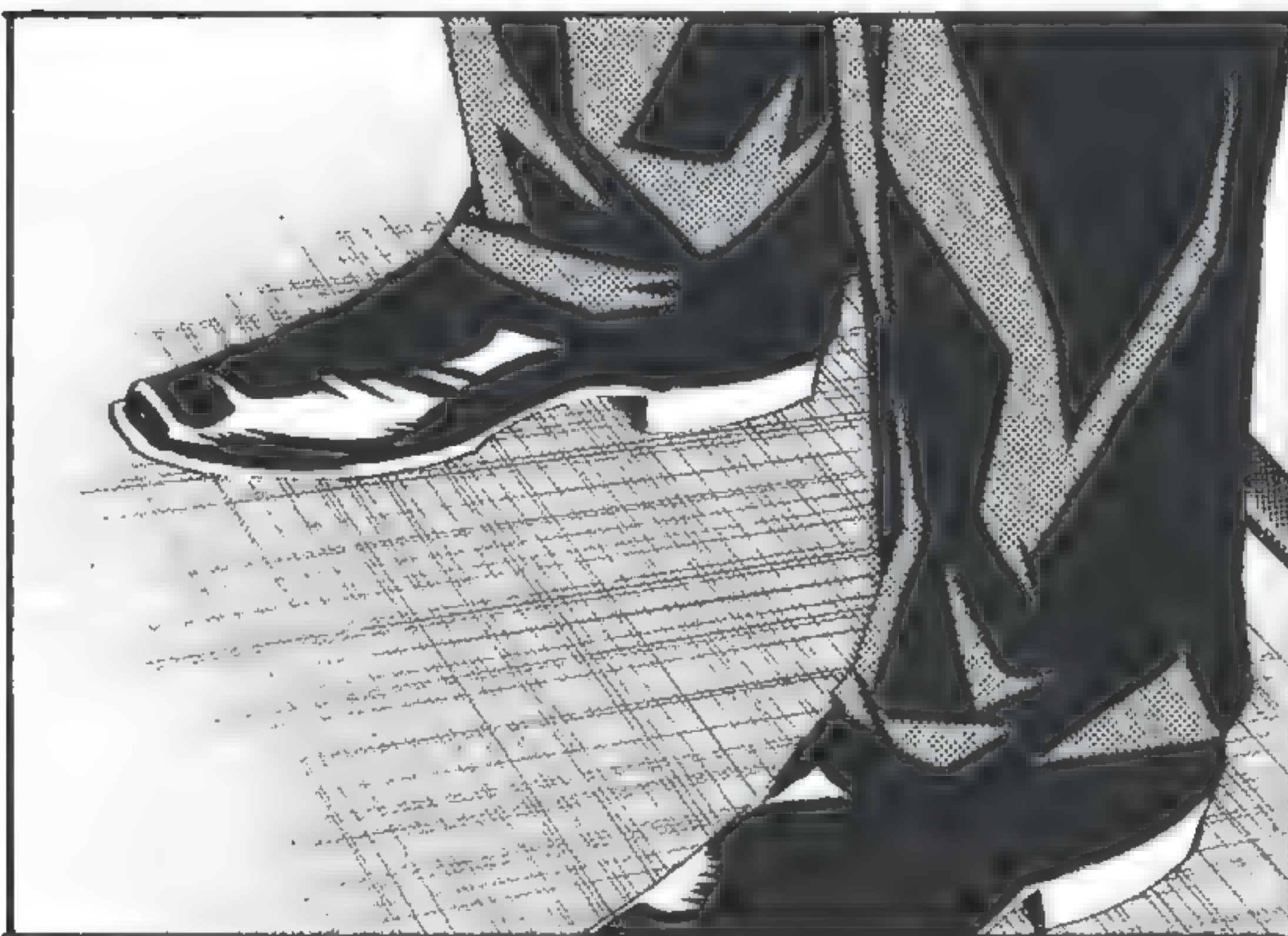
IS THE
HOKUTO CUP
DEMO BOARD
IN THERE?



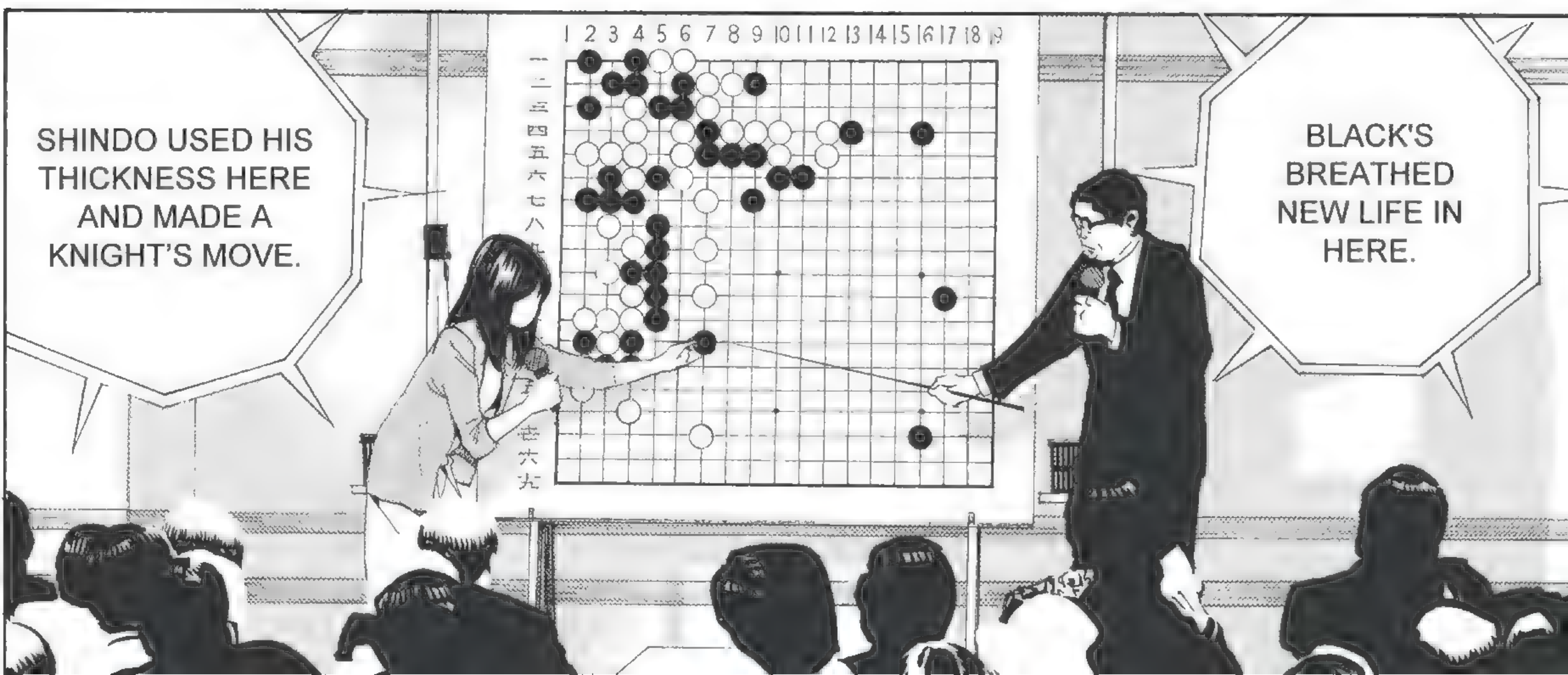
HERE'S A
PAMPHLET.

YES.

THAT'S
OKAY.



SIGH...



SHINDO USED HIS
THICKNESS HERE
AND MADE A
KNIGHT'S MOVE.

BLACK'S
BREATHED
NEW LIFE IN
HERE.



SHINDO?

SHINDO?
PLAYING IN FIRST
POSITION?



THE GAME'S
GETTING
INTERESTING!

A WORD ABOUT HIKARU NO GO

GRAPHIC NOVEL COVERS

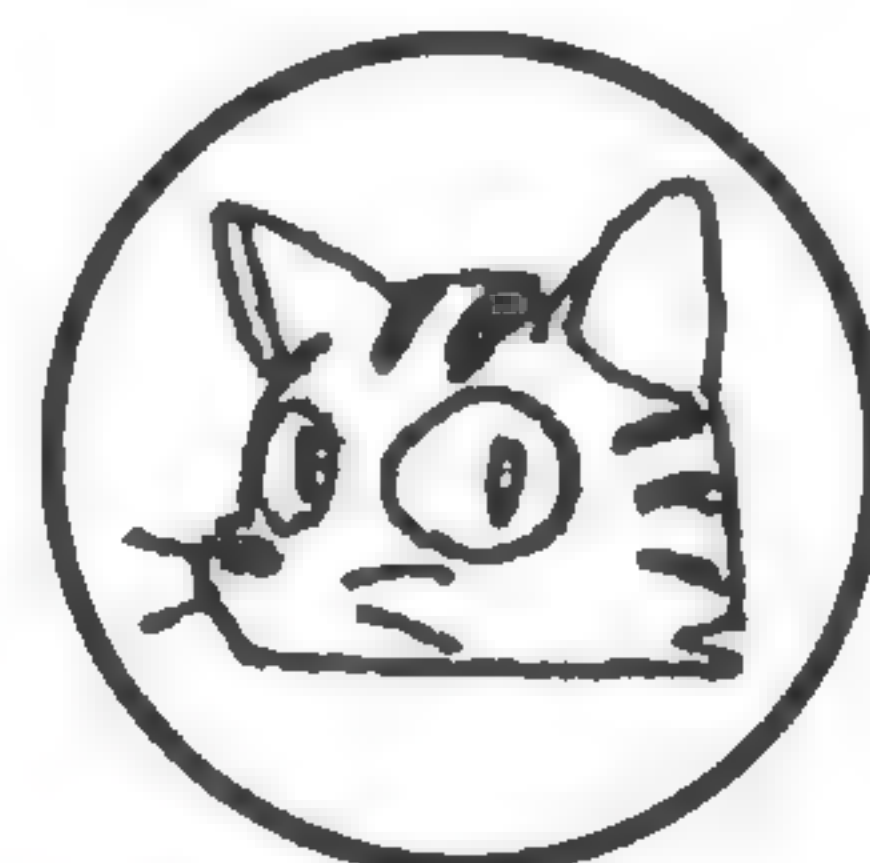


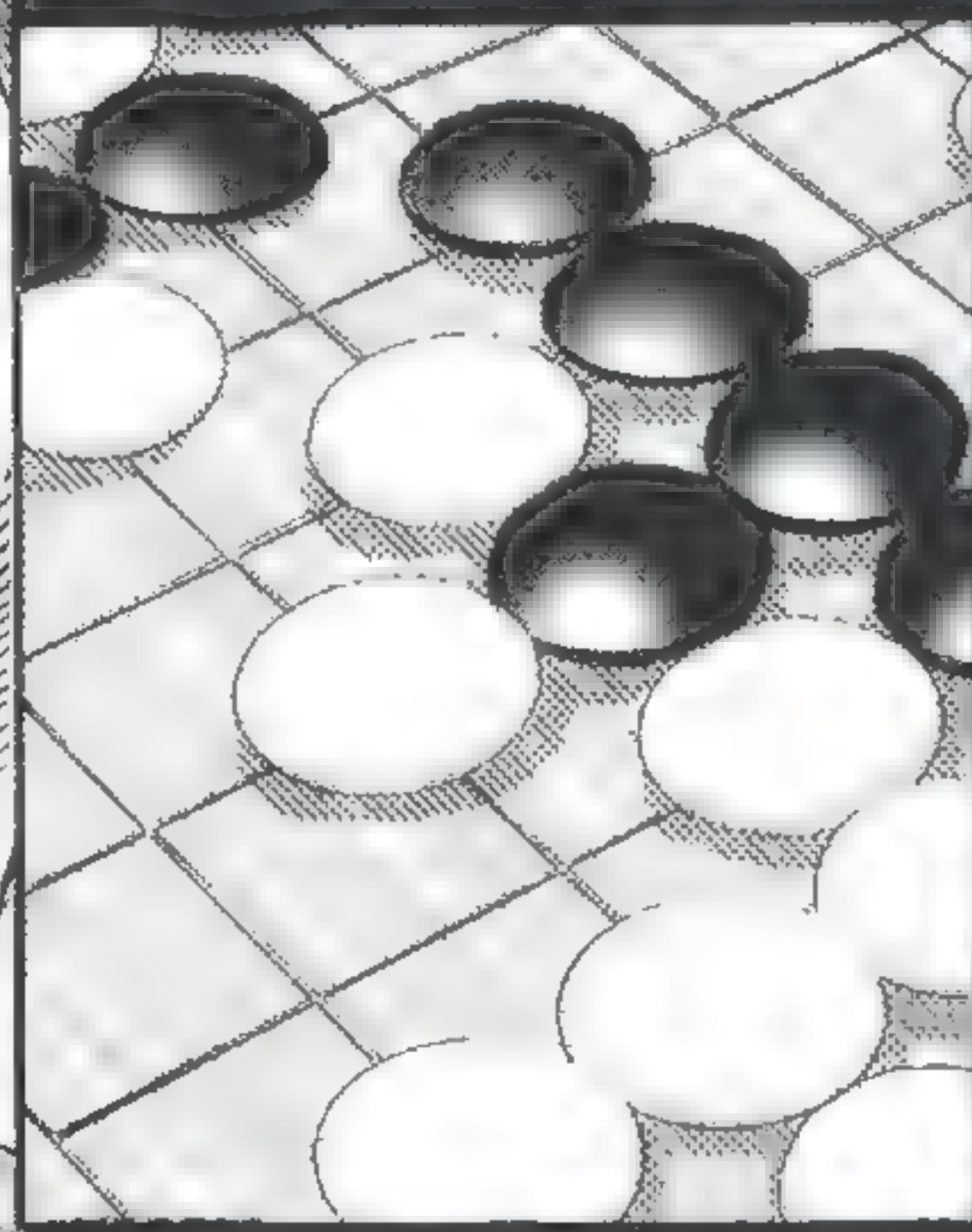
ALL OF THE COVER DRAWINGS ARE BY OBATA SENSEI. I HEAR HE DESIGNED THE LETTERS THAT SAY HIKARU NO GO AS WELL.

APPARENTLY HE TAKES HIS COVER ILLUSTRATION AND MEETS WITH THE EDITOR EVERY TIME TO DISCUSS THE COVER LAYOUT AND DESIGN.

IN VOLUMES 15 AND 17, THE COLOR OF THE RECTANGLE CONTAINING THE TITLE MATCHES THE COLOR OF THE ILLUSTRATION. OTHER TIMES, AS IN VOLUME 9 AND 12, THE ILLUSTRATION SHOWS FAINTLY THROUGH THE TITLE RECTANGLE. VOLUME 4 HAS ITS OWN UNIQUE VERSION.

WHICH VOLUME HAS YOUR FAVORITE COVER?





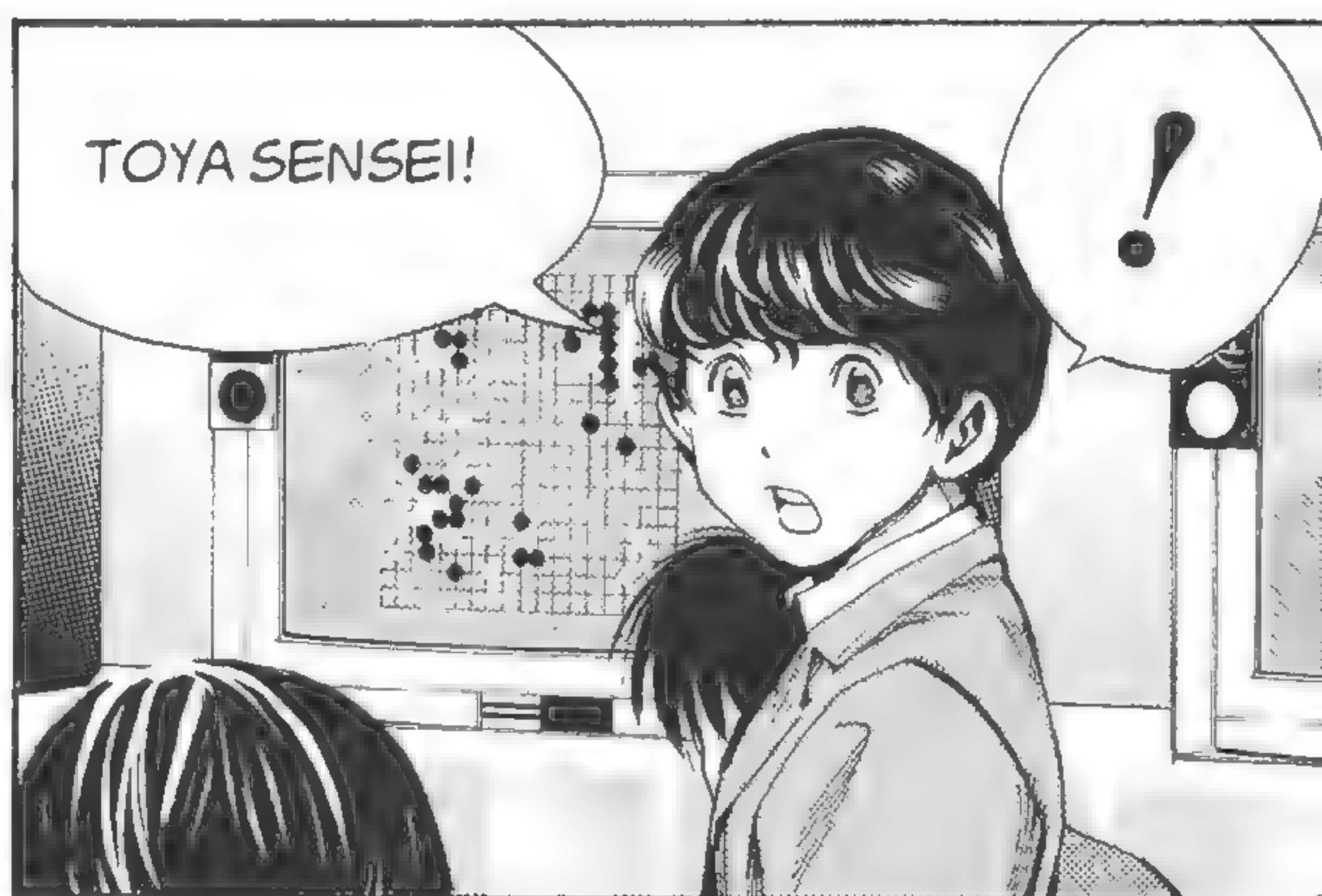
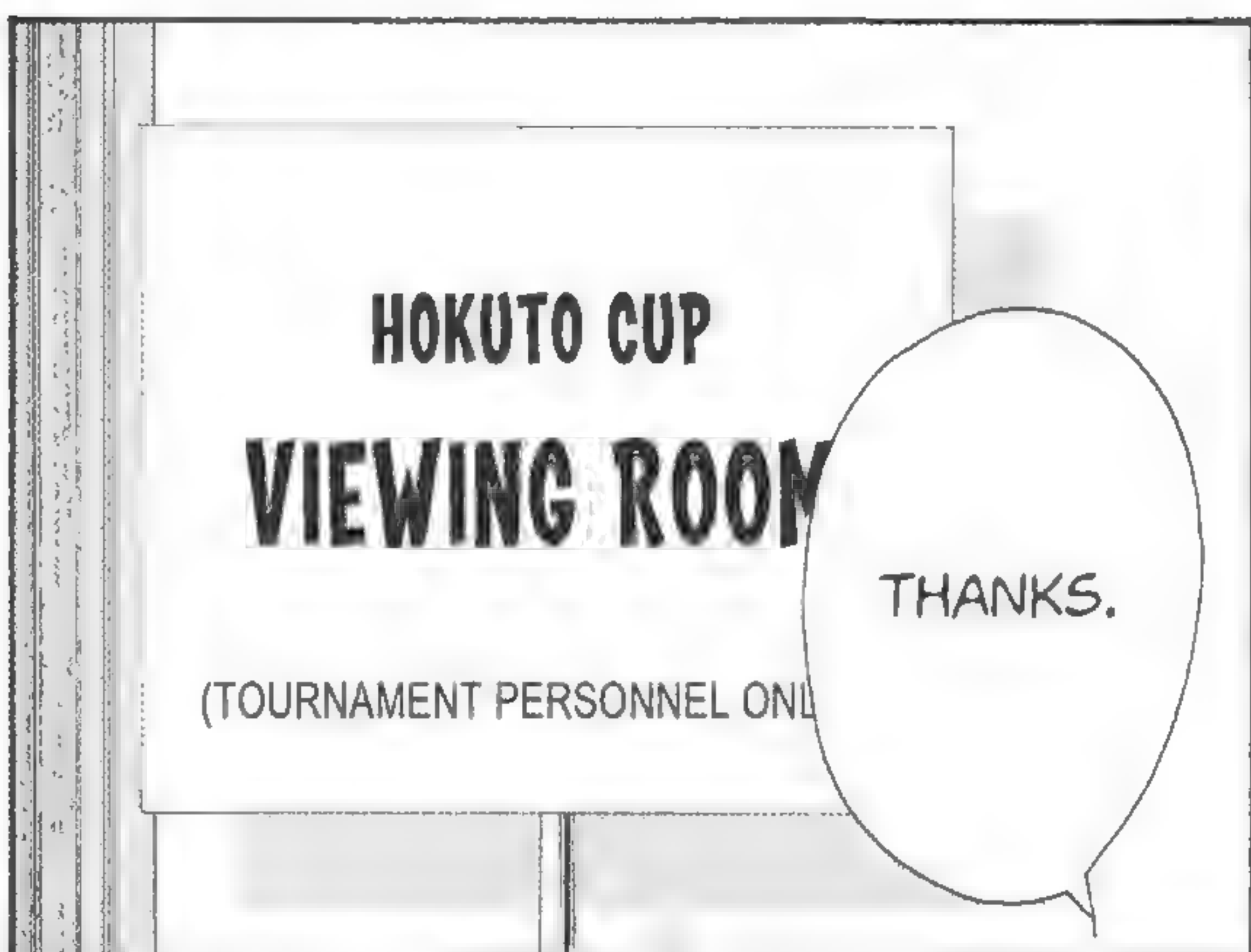
Game
186



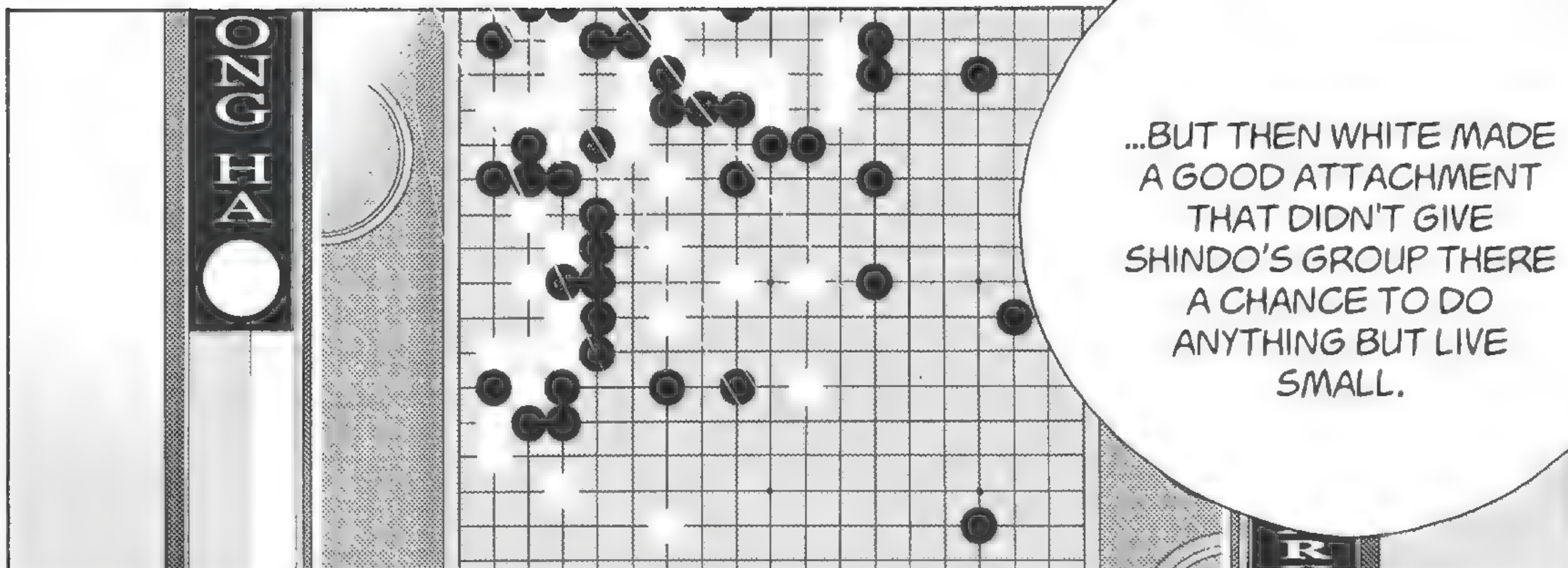
"Japan vs. Korea: 3"













WHAT'S YOUR
OPINION OF THE
SECONDS,
DAESUN?

BOTH TOYA AND
ILHWAN ARE PUSHING
THE LIMITS...
MAYBE A LITTLE
TOO FAR. BUT IT'S
CERTAINLY
EXCITING!

THERE'VE BEEN
ALL-OR-NOTHING
MOVES ON BOTH
SIDES. NOT THE KIND
OF GAME I COULD
PLAY.



RIGHT NOW YONG HA
IS RANKED HIGHER
AND HE'S GETTING
MORE ATTENTION,
BUT I EXPECT ILHWAN
WILL HAVE HIS DAY IN
THE SUN.

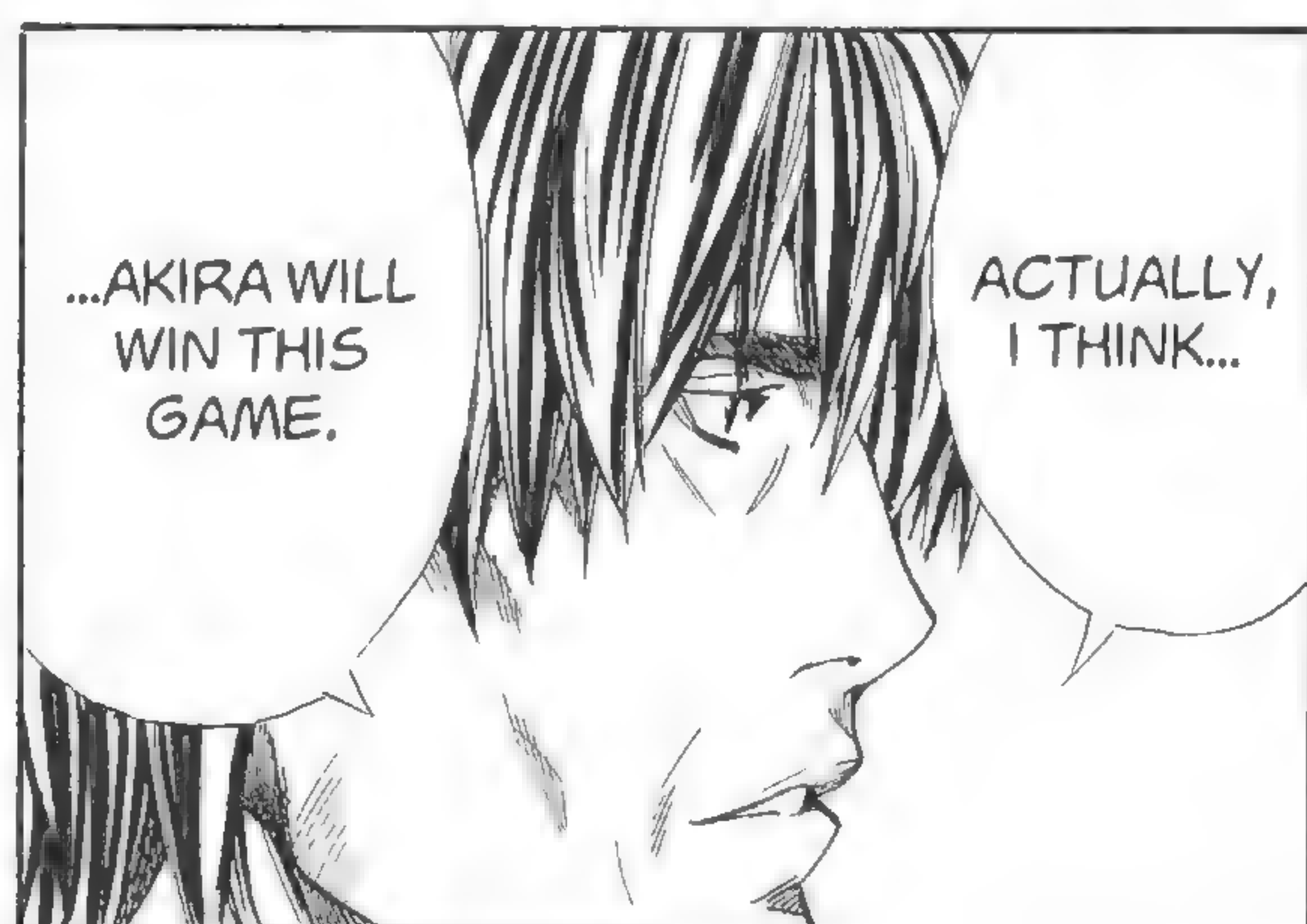
I HATE TO SAY IT,
BUT I THINK
YOU'RE RIGHT.



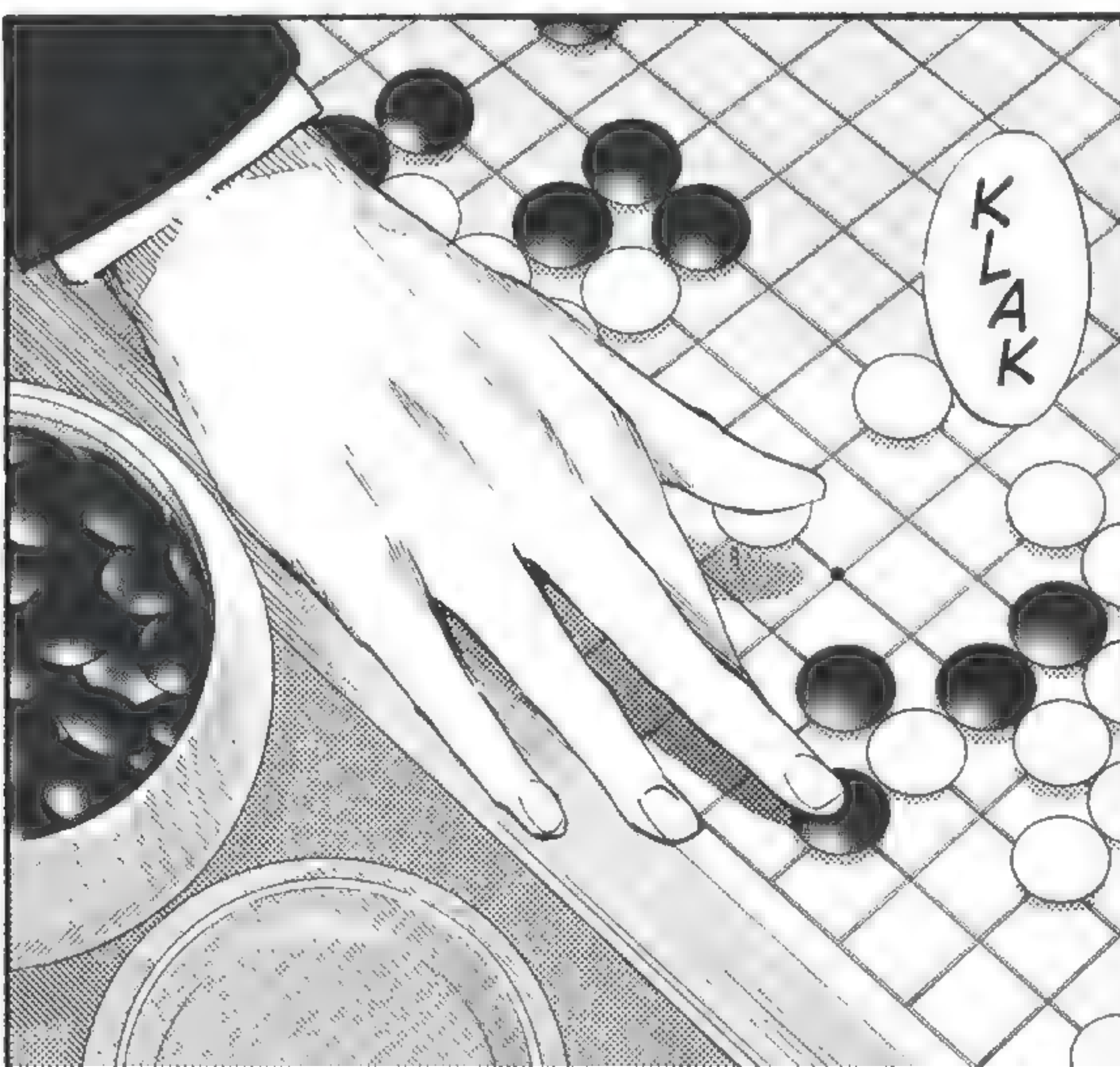
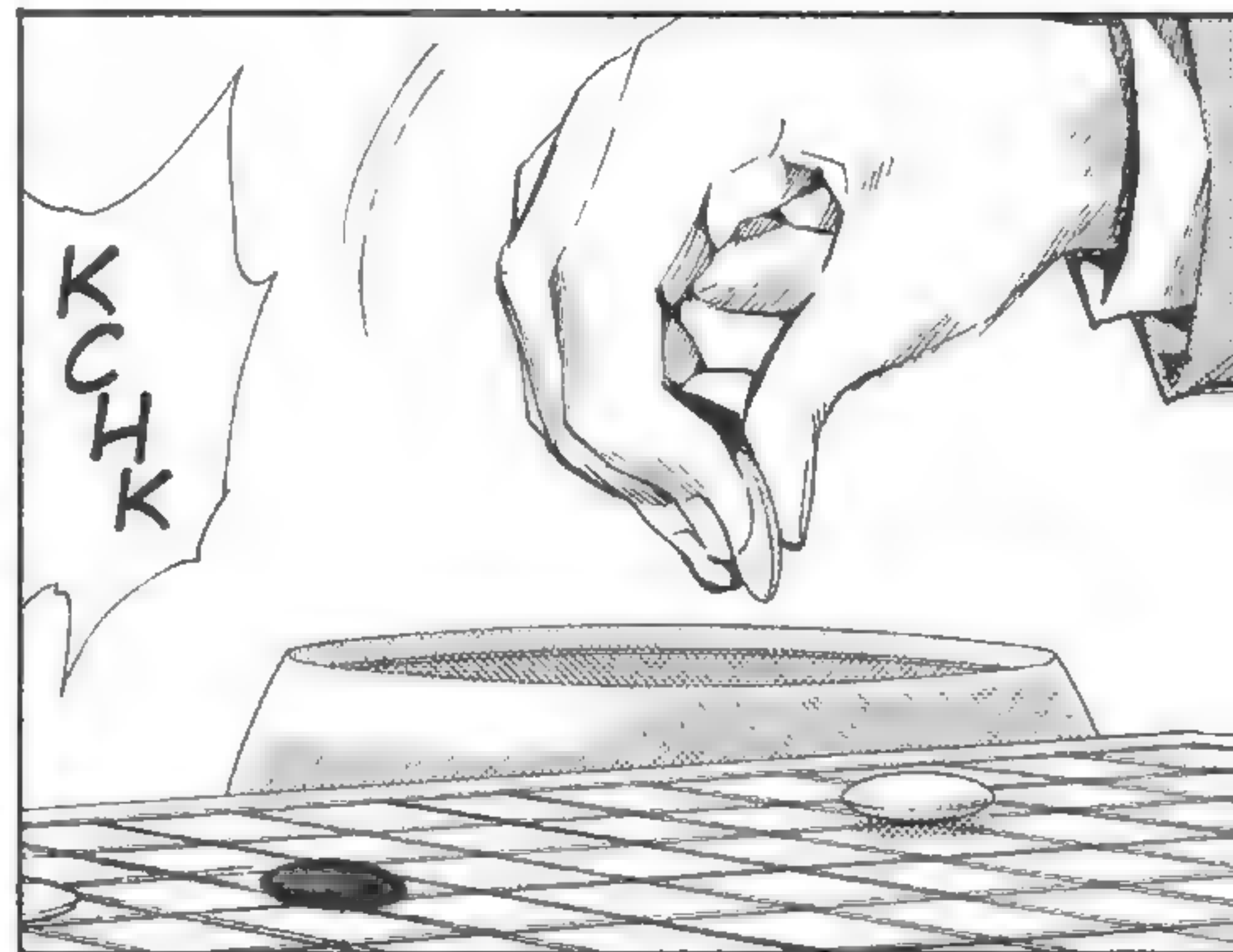
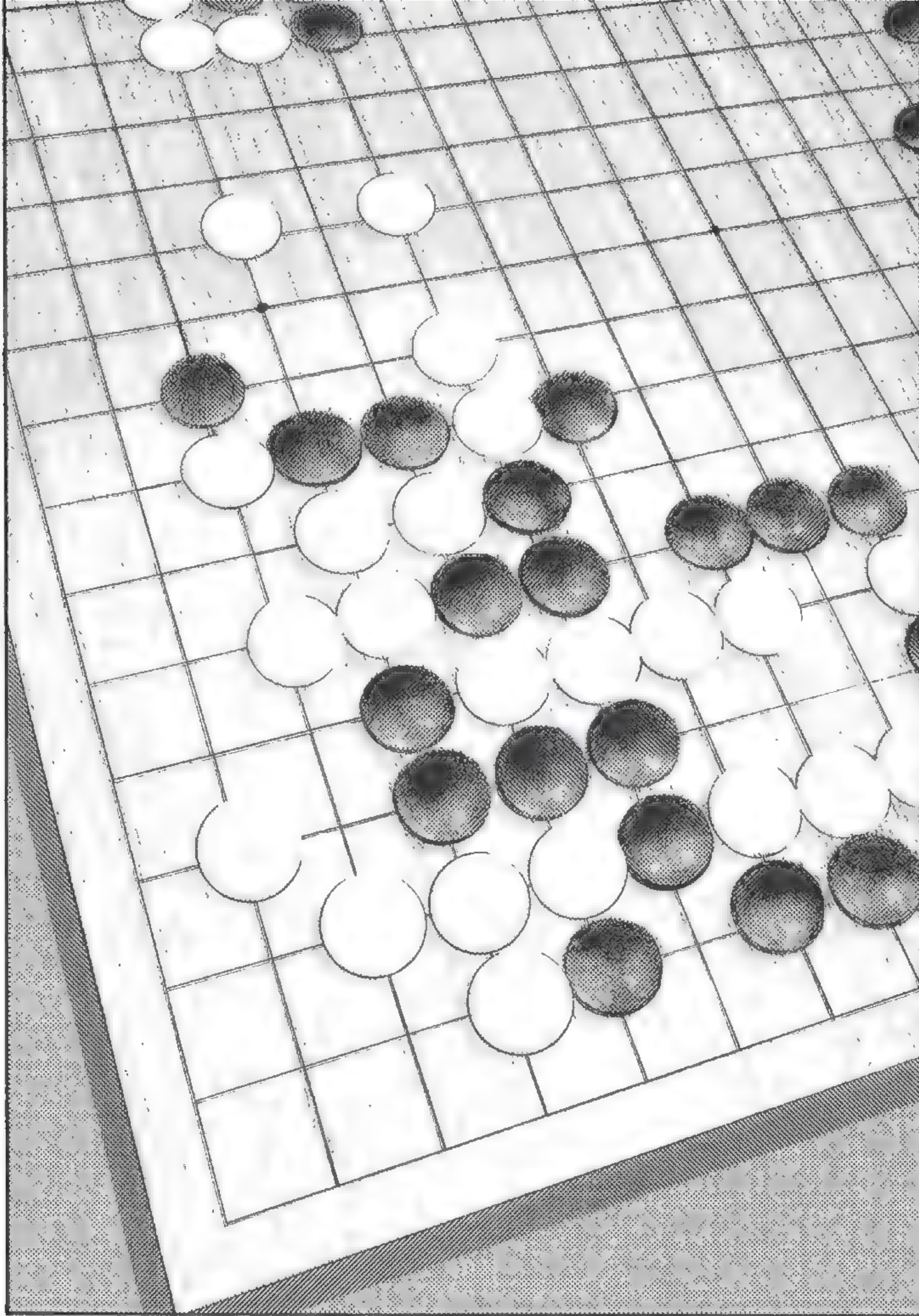
I KNEW TOYA WAS
SOMETHIN', BUT
ILHWAN'S NO
PUSHOVER.



AMONG OUR THREE
HOTHEADED
PLAYERS, HE'S
TOPS.





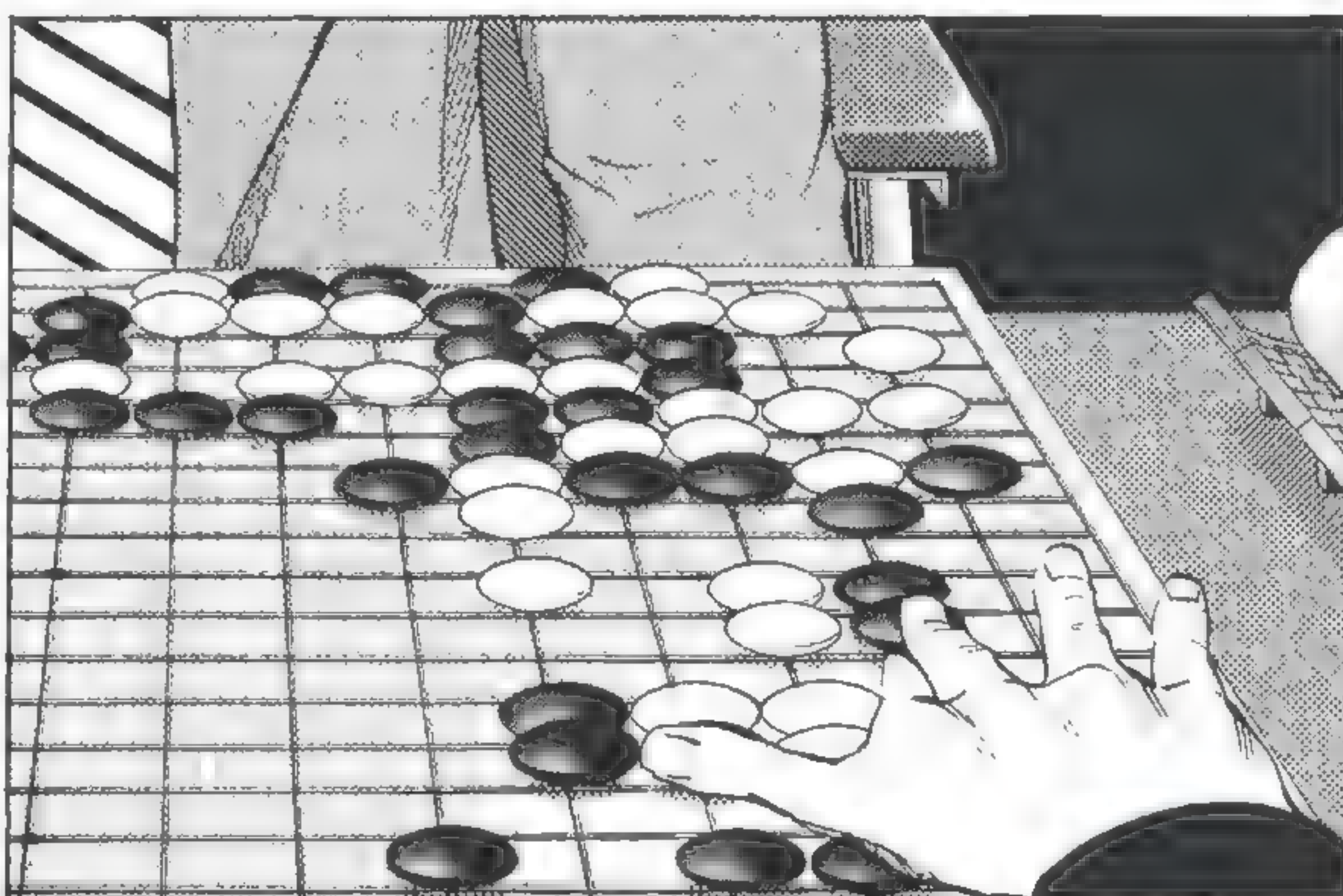
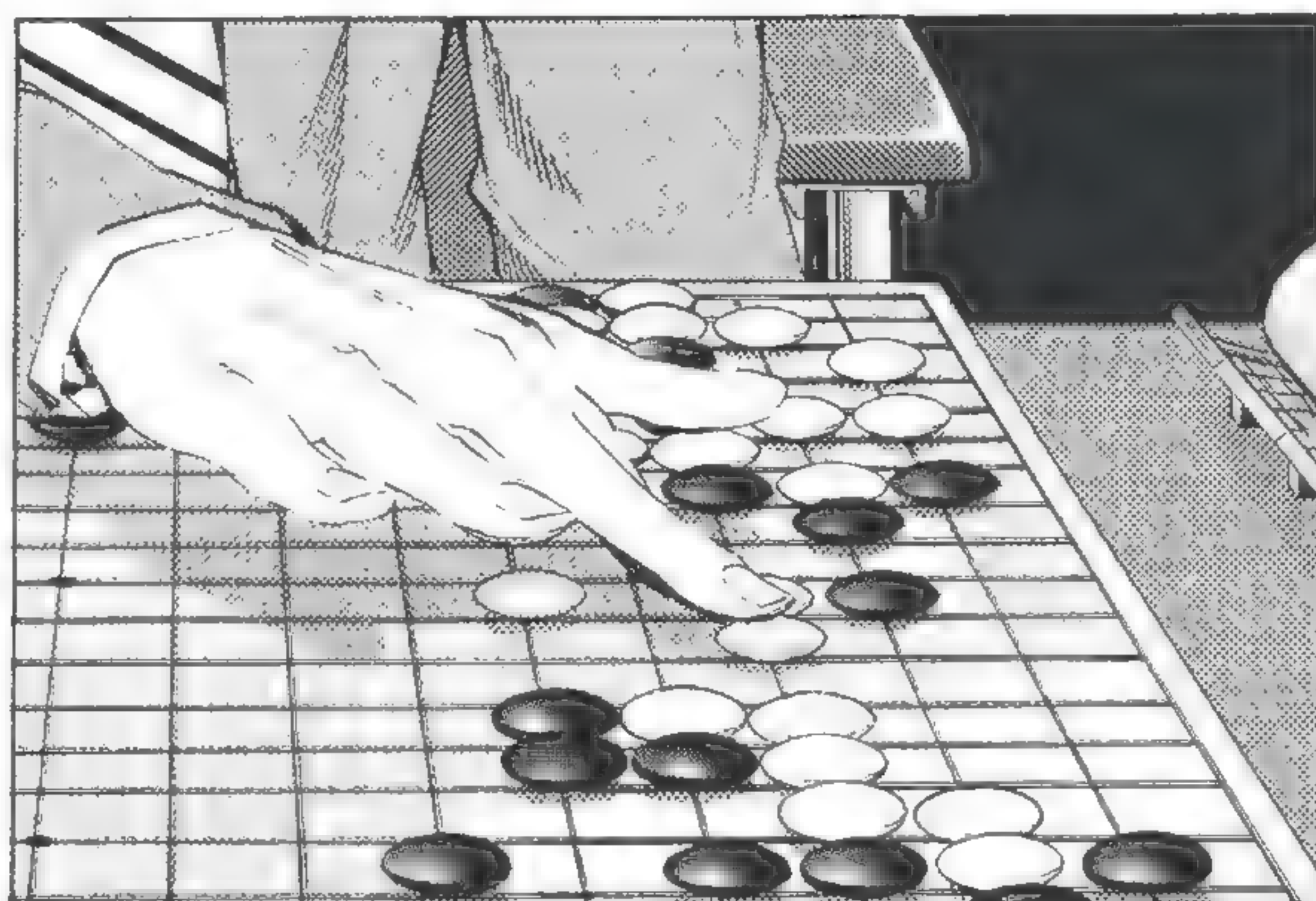




BUT IN
EXCHANGE...

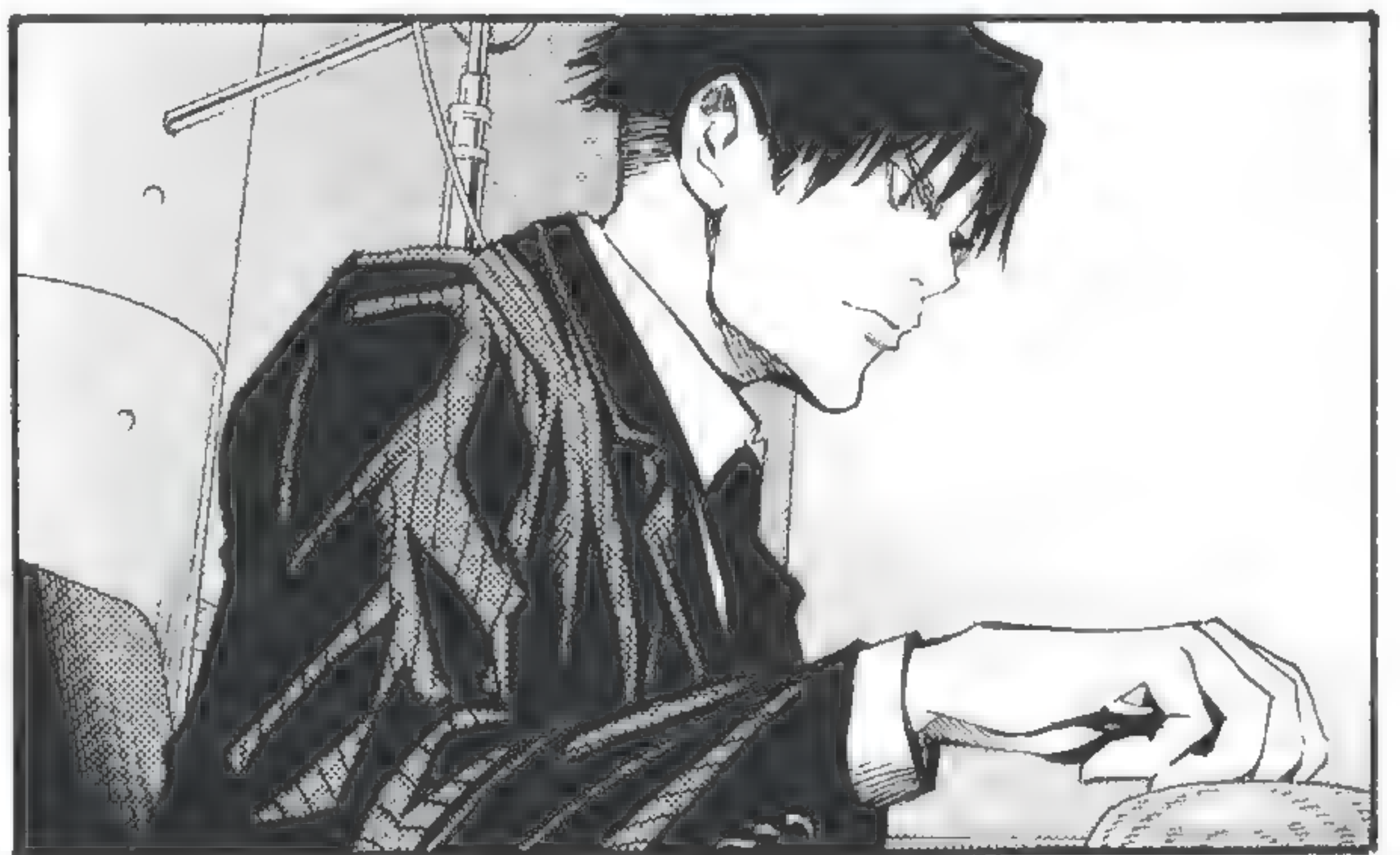
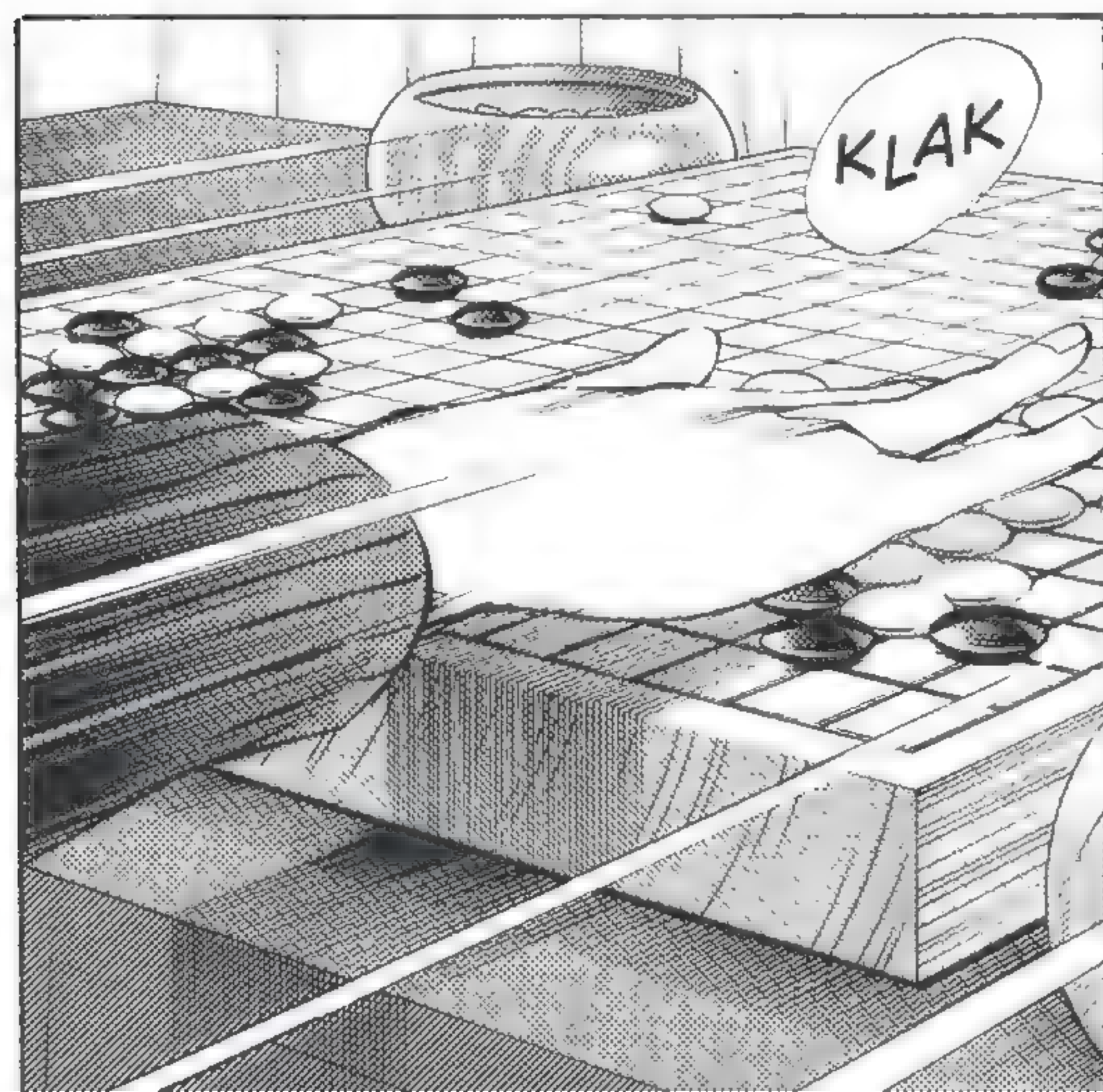
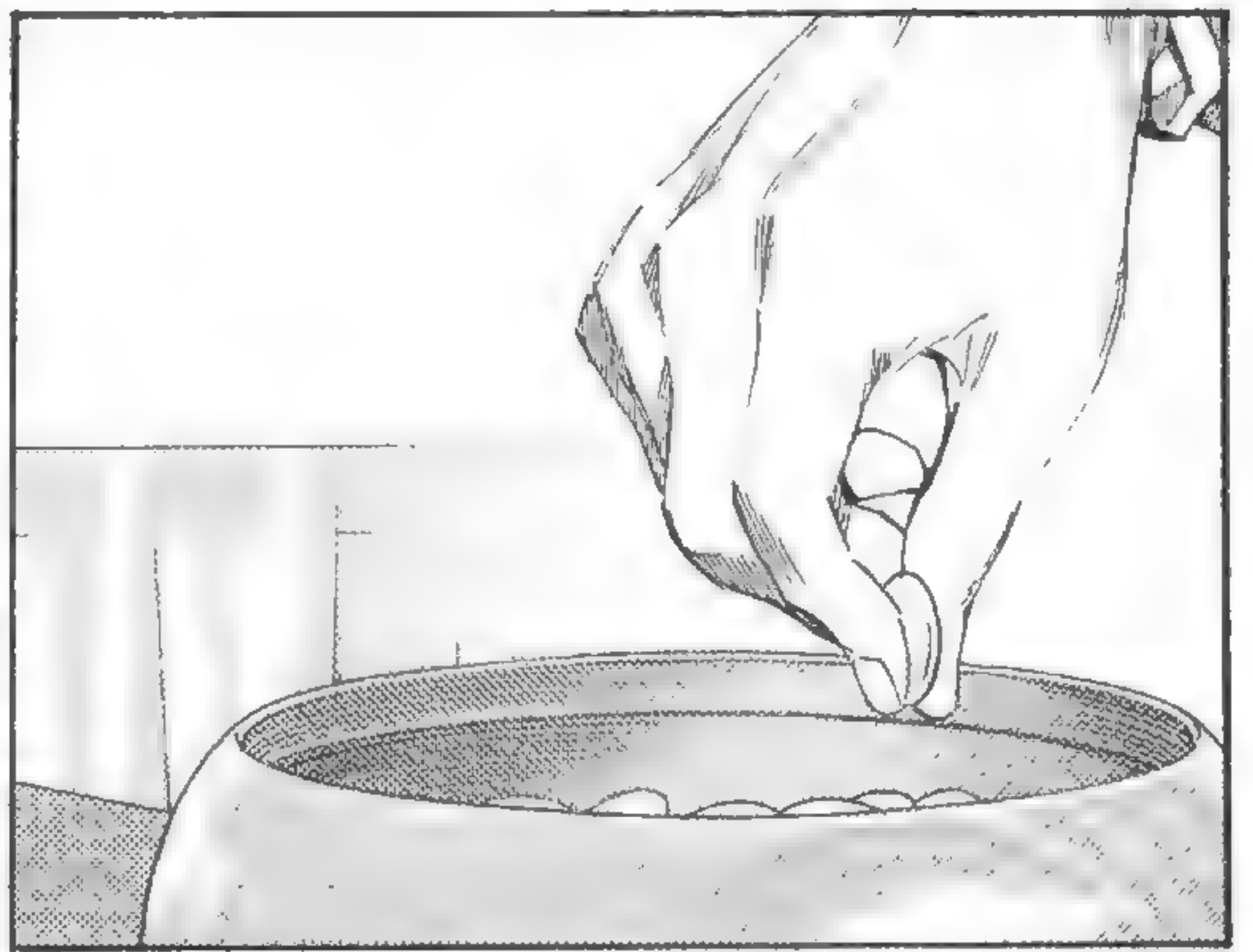
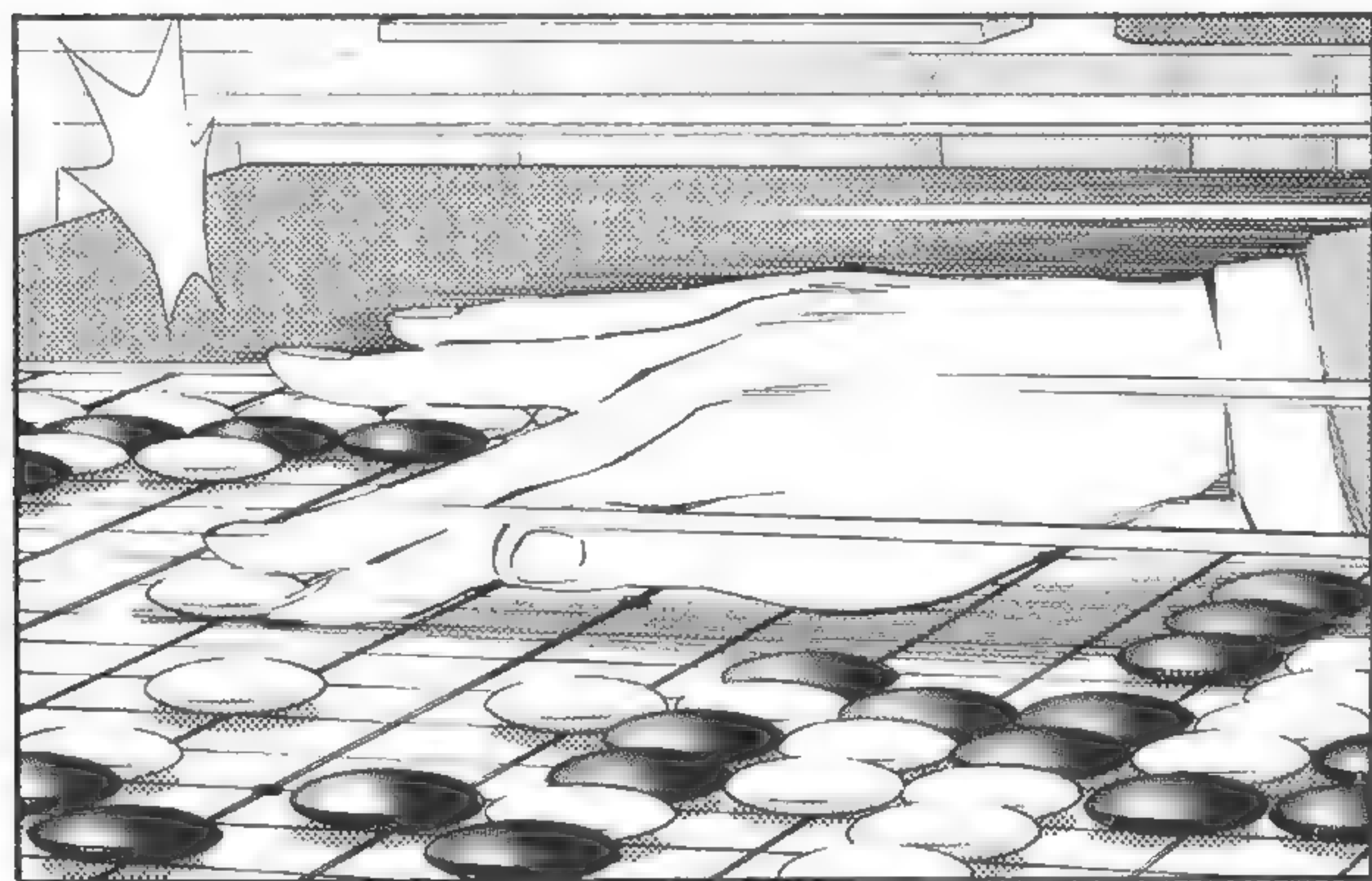


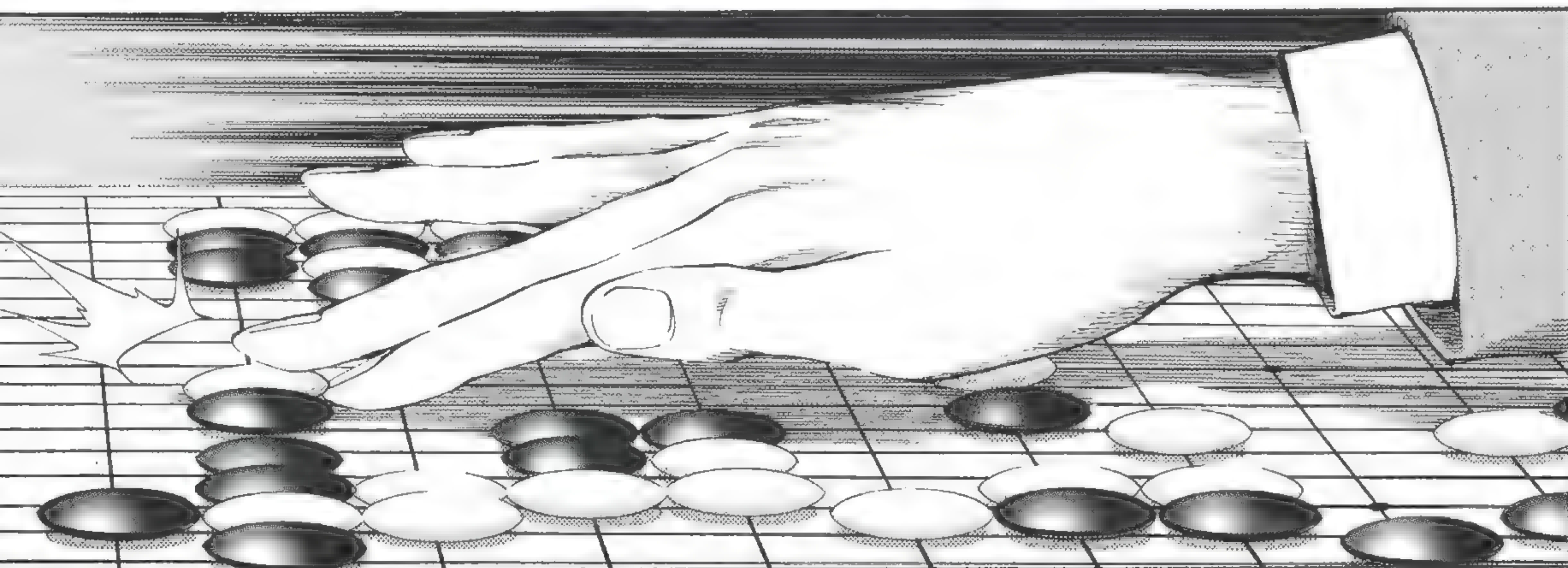
...HE NOW HAS
THICKNESS
THAT ALLOWS
HIS GROUP
ON THE LEFT
TO LIVE.



I'M AHEAD,
BUT WAS
THAT
CAPTURING
RACE...









WELL,
WELL...
DO I DARE?
YES...



THAT'S
STEPPING IN
TOO FAR!

YOU CAN'T THINK
YOU'LL MAKE LIFE
IN SUCH A SMALL
SPACE!



OKAY...
FINE!



I'M
GOING
IN!

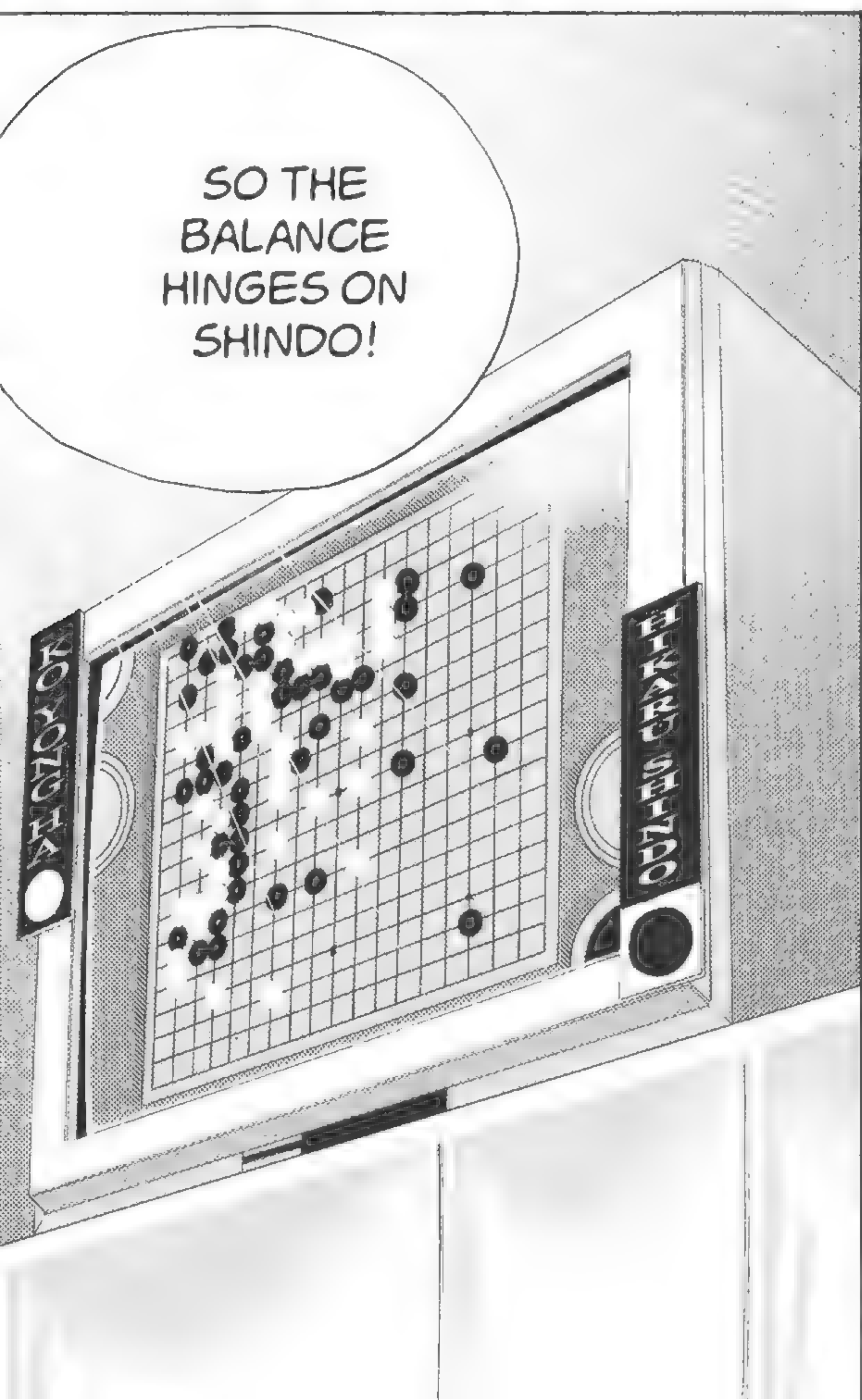


BUT THIS
BATTLE WILL
DECIDE IT.

THE
PLAYERS SURE
AREN'T MAKING
PROJECTIONS
EASY.

BUT BLACK'S
MOVE BEFORE
THAT WAS
ALREADY A
RISK.

A DIAGONAL
MOVE BY WHITE
WOULD'VE
BEEN ENOUGH.



SO THE
BALANCE
HINGES ON
SHINDO!

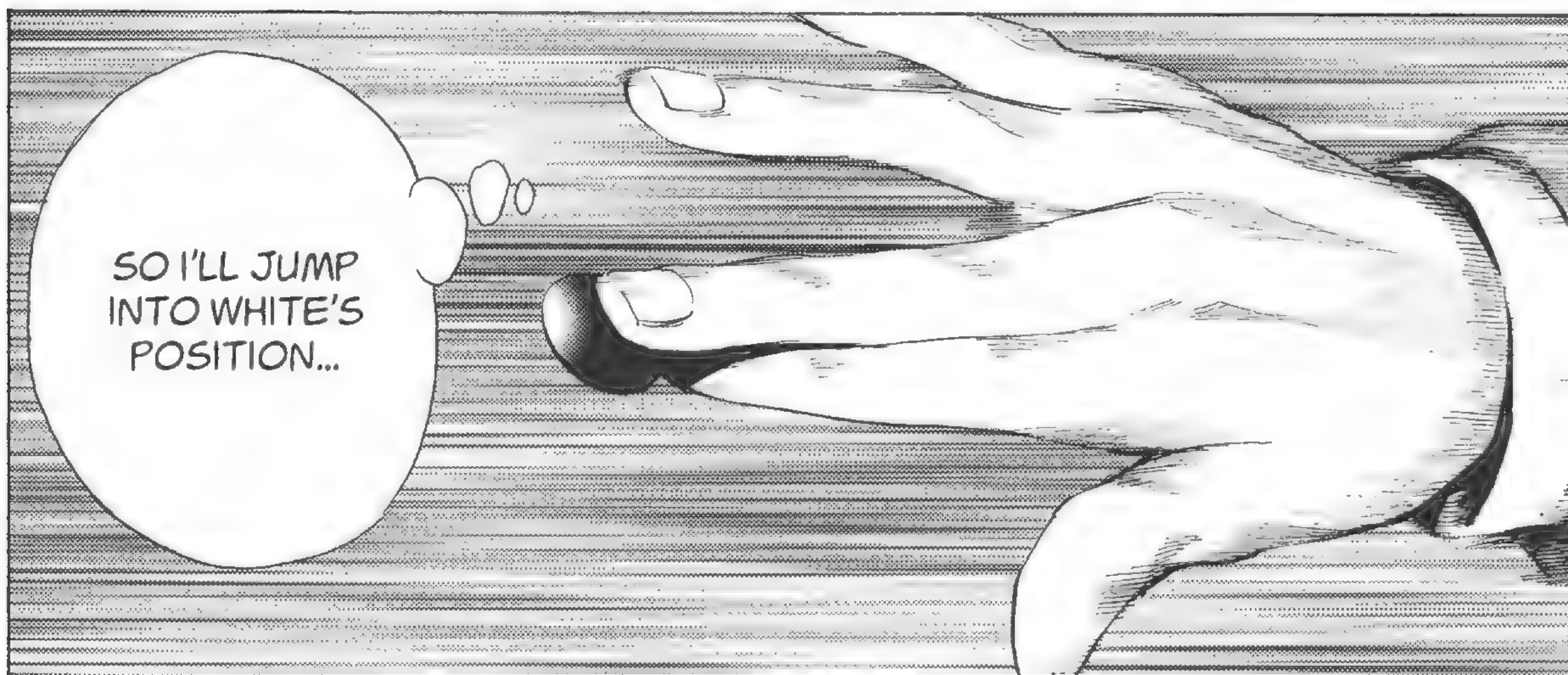
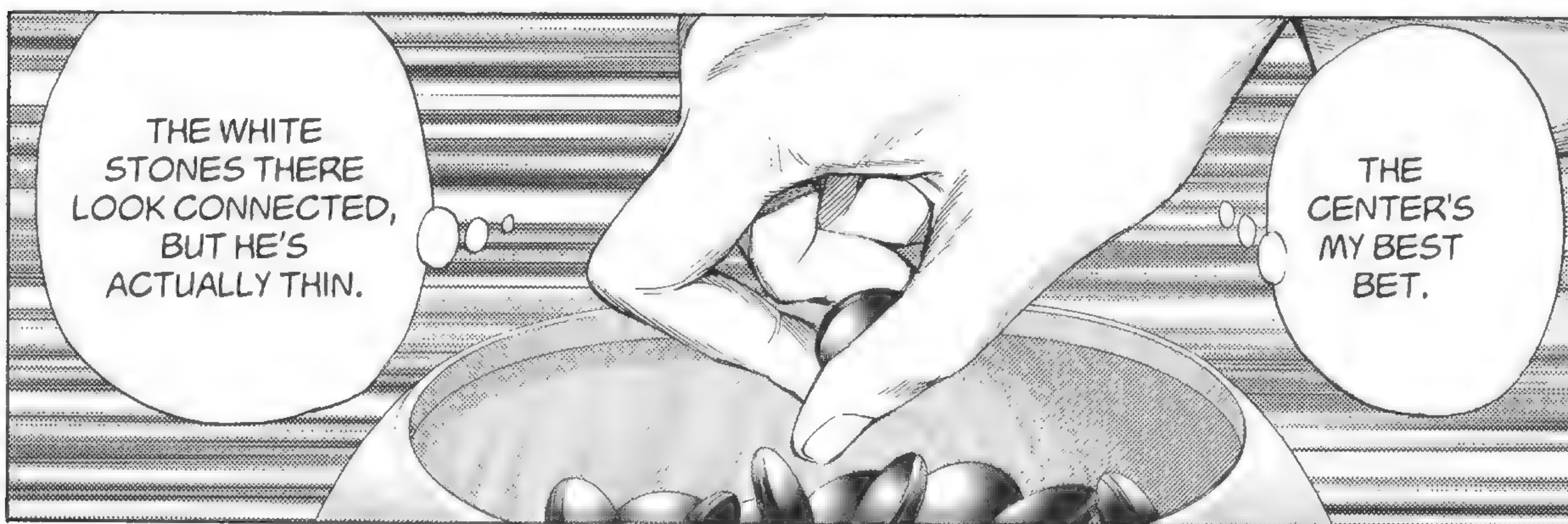
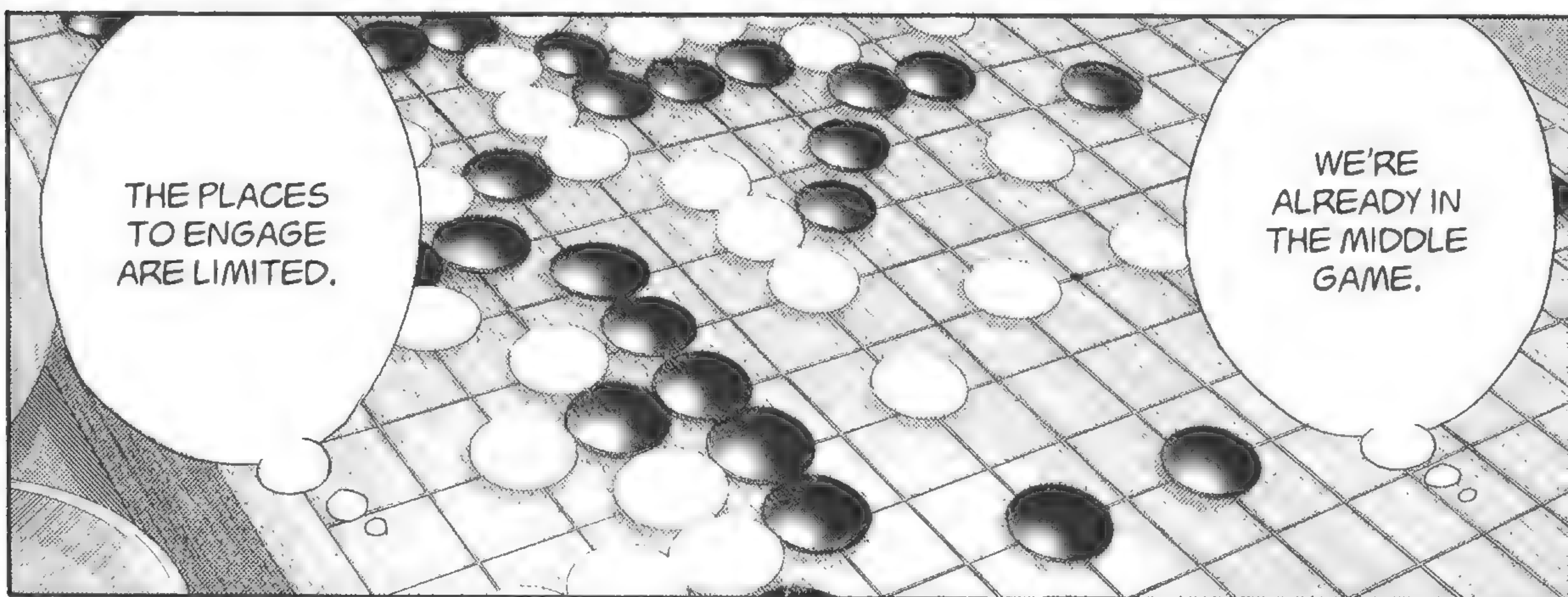


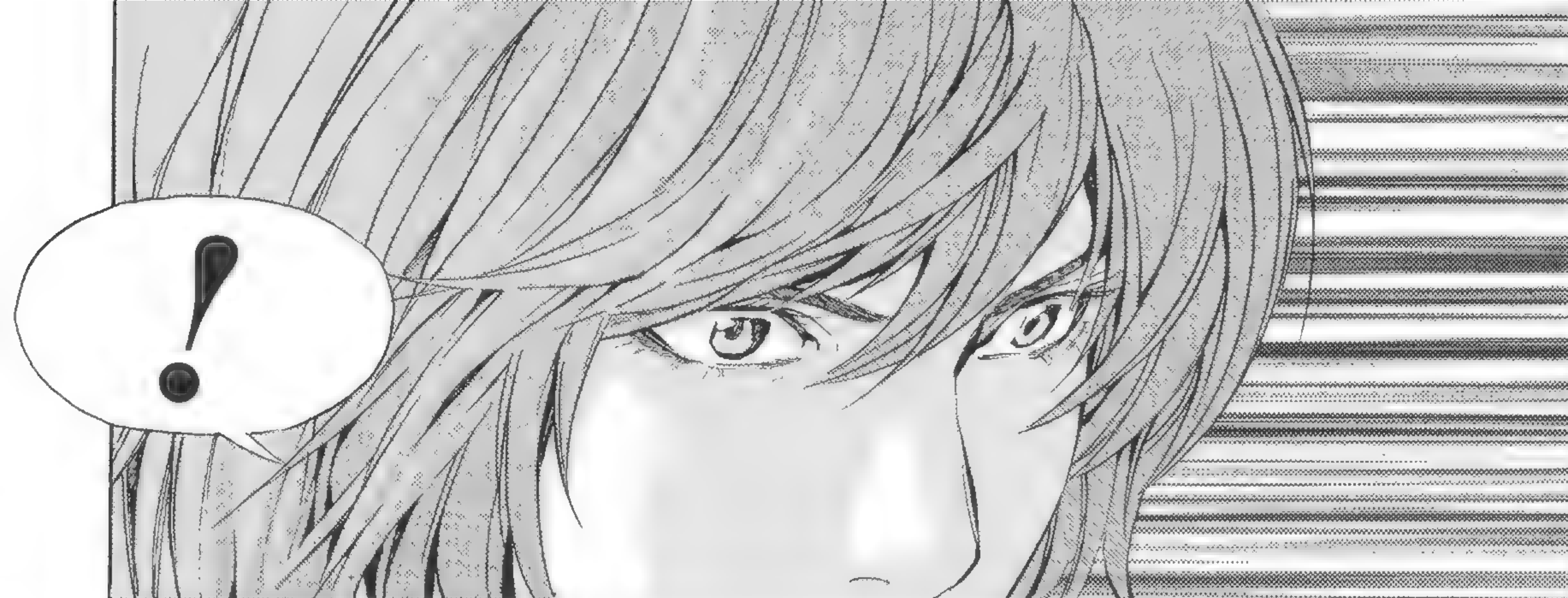
IT'S A BATTLE
OF STRENGTH.
INTERESTING...



LESSEE...
YASHIRO'S
STRUGGLING
A BIT...

IF TOYA LOSES,
JAPAN'S
GONNA HAVE IT
TOUGH!





HIKARU NO GO STORYBOARDS

56

YUMI
HOTTA



MY EDITORS FROM
BIG COMIC SUPERIOR.
(BOTH OF THEM.)

Are you still
working as a
husband-
and-wife
team?

I MET
MANY
PEOPLE
AT THE
AWARD
PARTY.

IN 2000,
HIKARU NO
GO WON THE
SHOGAKUKAN
MANGA
AWARD.

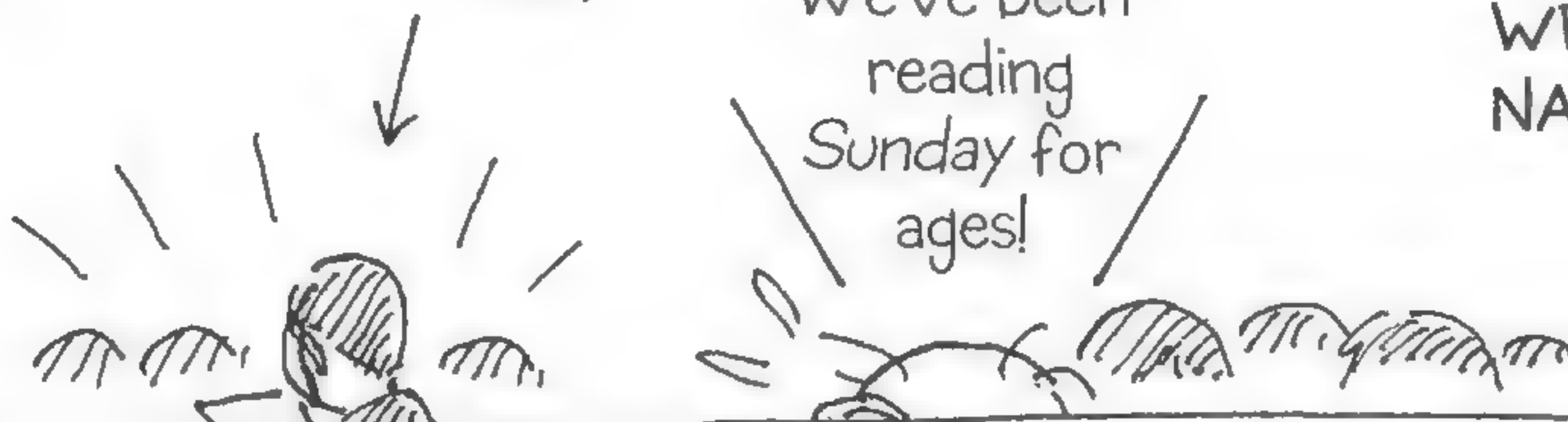
Yes.



THINKING
BACK ON IT
NOW, IT
SEEMS LIKE
A DREAM.

OBATA SENSEI
WAS BUSY WITH
AUTOGRAPH
REQUESTS.

We've been
reading
Sunday for
ages!



I MET MANGA ARTISTS
KAZUHIRO FUJITA
SENSEI AND RYOJI
MINAGAWA SENSEI,
AS WELL AS MANGA
WRITER KYOICHI
NANATSUKI SENSEI.

OBATA SENSEI
SIGNING
AUTOGRAPHS
AGAIN.

TEEN YEARS
SPENT IMMersed IN
BESSATSU SHOJO
COMICS.

Calm
down...

I...did it!
I spoke to
her!

AND AT THE
PARTY FOR 2003'S
TEZUKA OSAMU
CULTURAL PRIZE
I GOT TO TALK TO
ARTISTS LIKE
MOTO HAGIO
SENSEI AND KEIKO
TAKEMIYA SENSEI.



MY TWENTIES
WERE SPENT
IMMERSED
IN KINDAI
MAHJONG
ORIGINAL.

If I were to get
one more dream,
I'd like to meet
Riu Honma
Sensei.

I bet the time when I
met Toriyama Sensei
at the Tezuka Award
Judging Committee
will fade into a dream
as well.

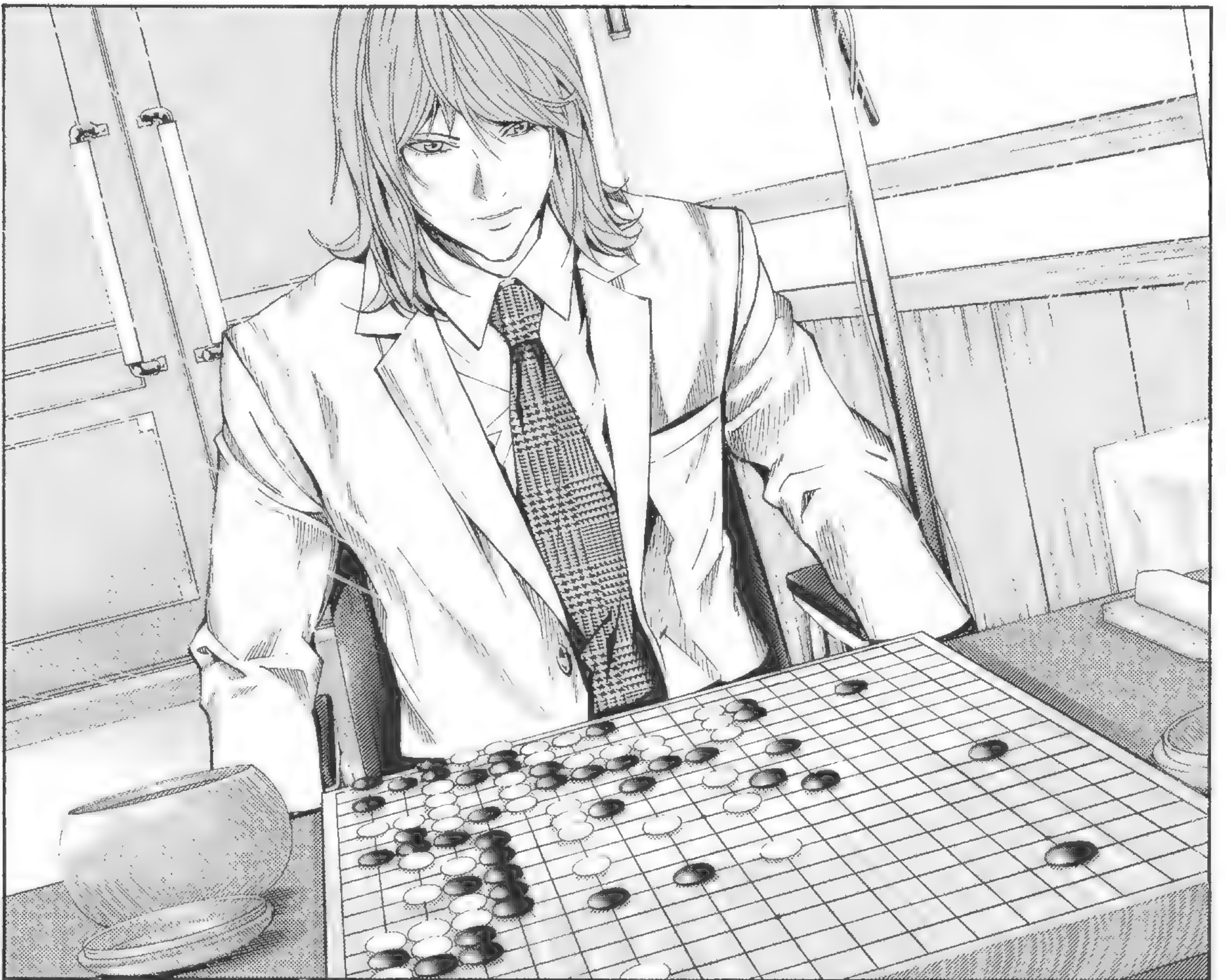
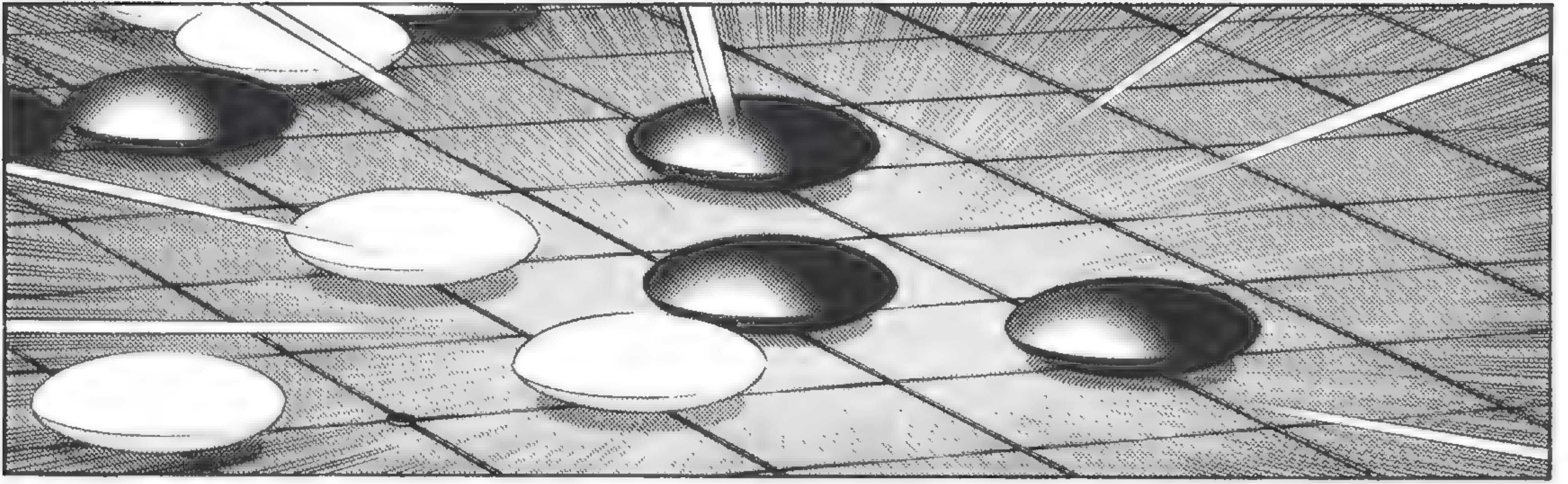
AS TIME
GOES BY,
WILL THE
MEMORY OF
THIS DAY
SEEM LIKE A
DREAM TOO?

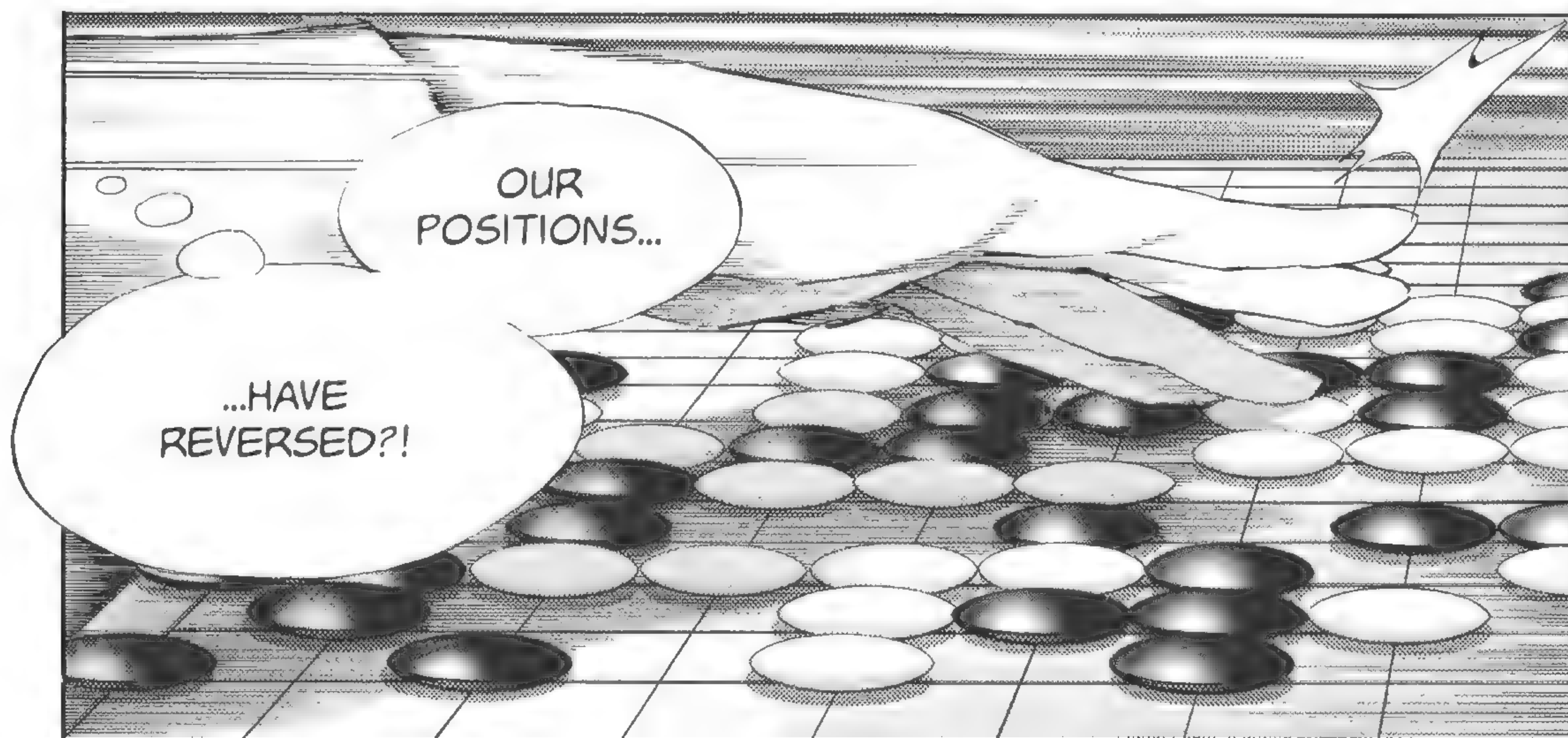
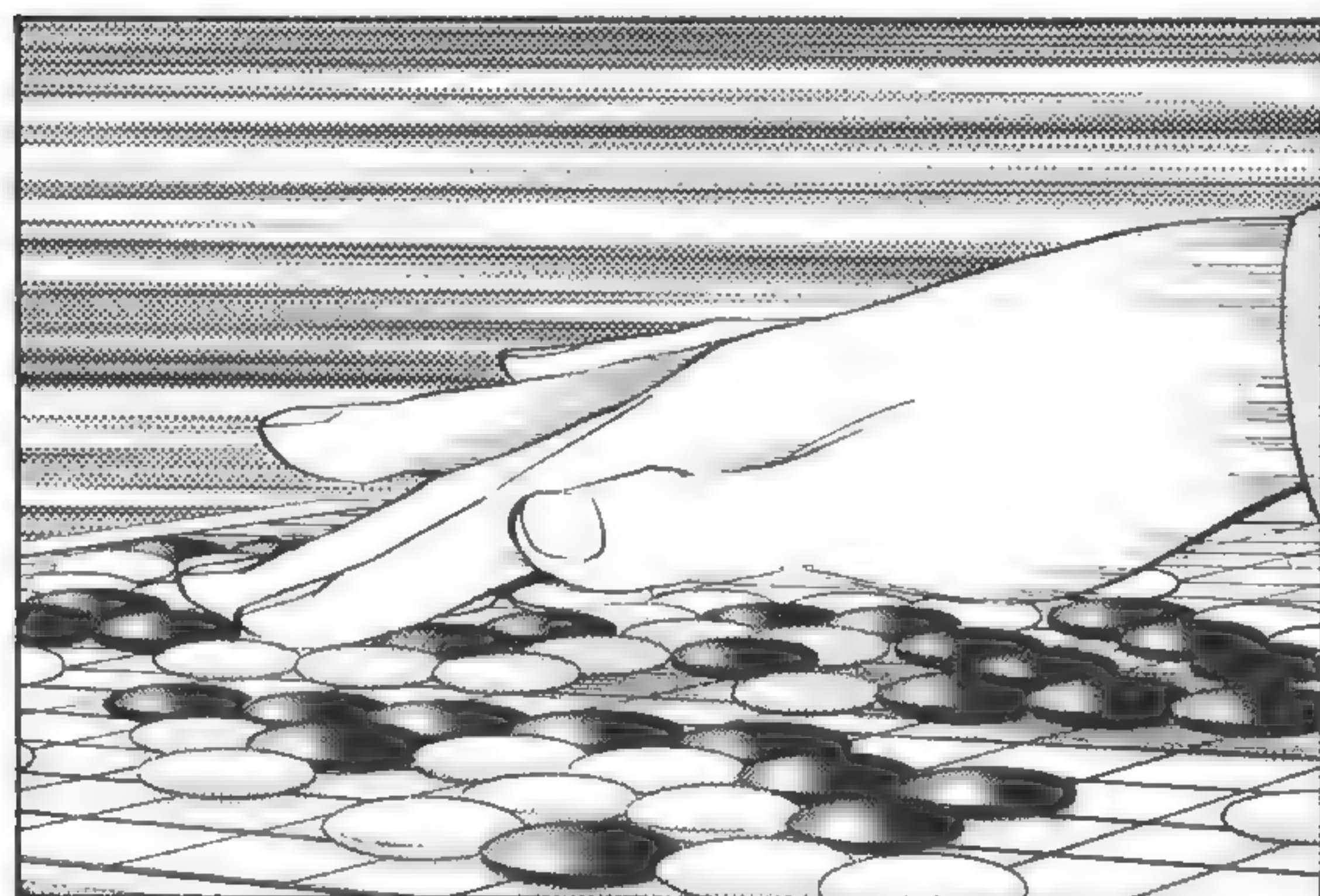
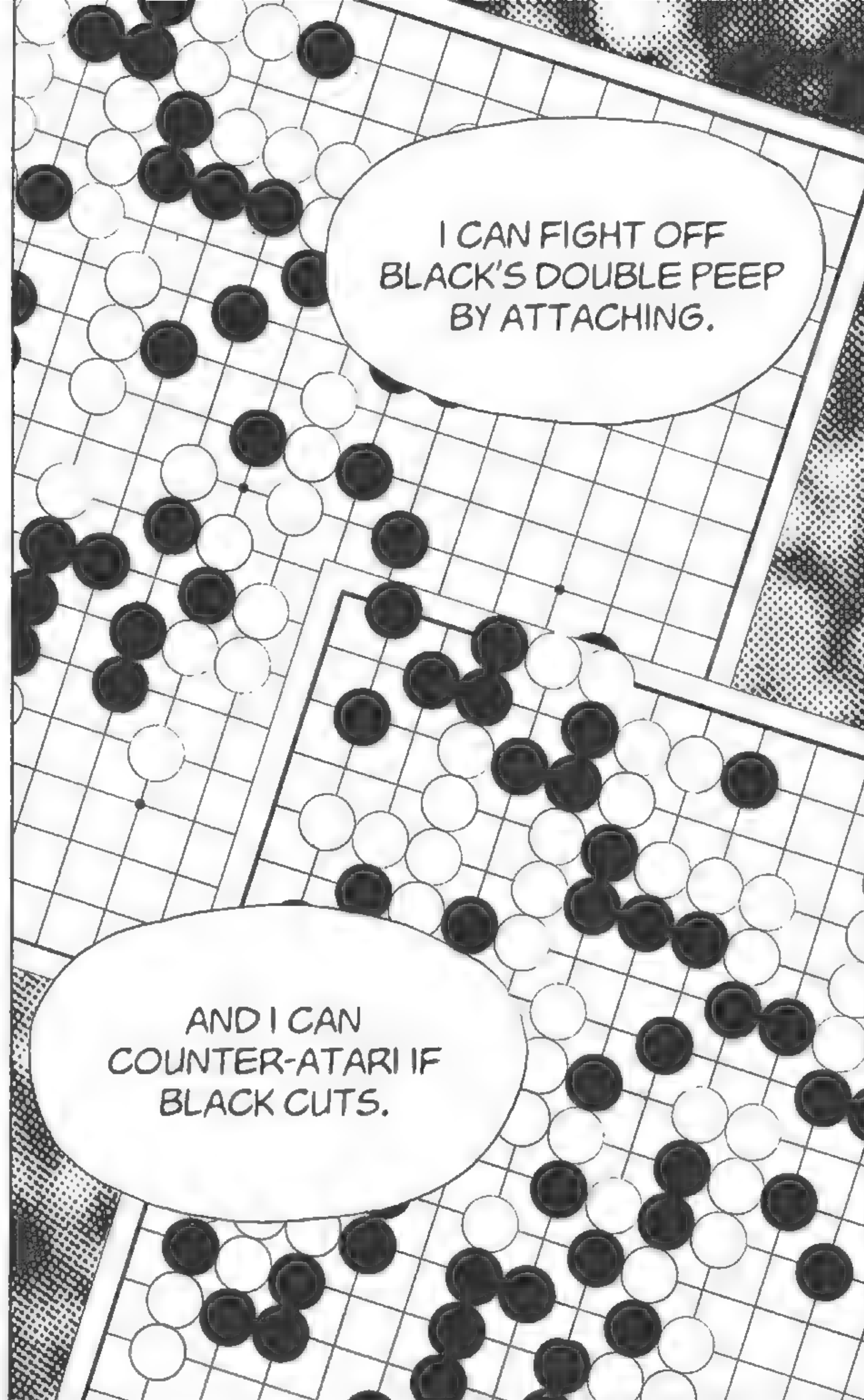
I ONLY GOT TO
READ VOLUMES
1 AND 2 OF
YUBIGURE.

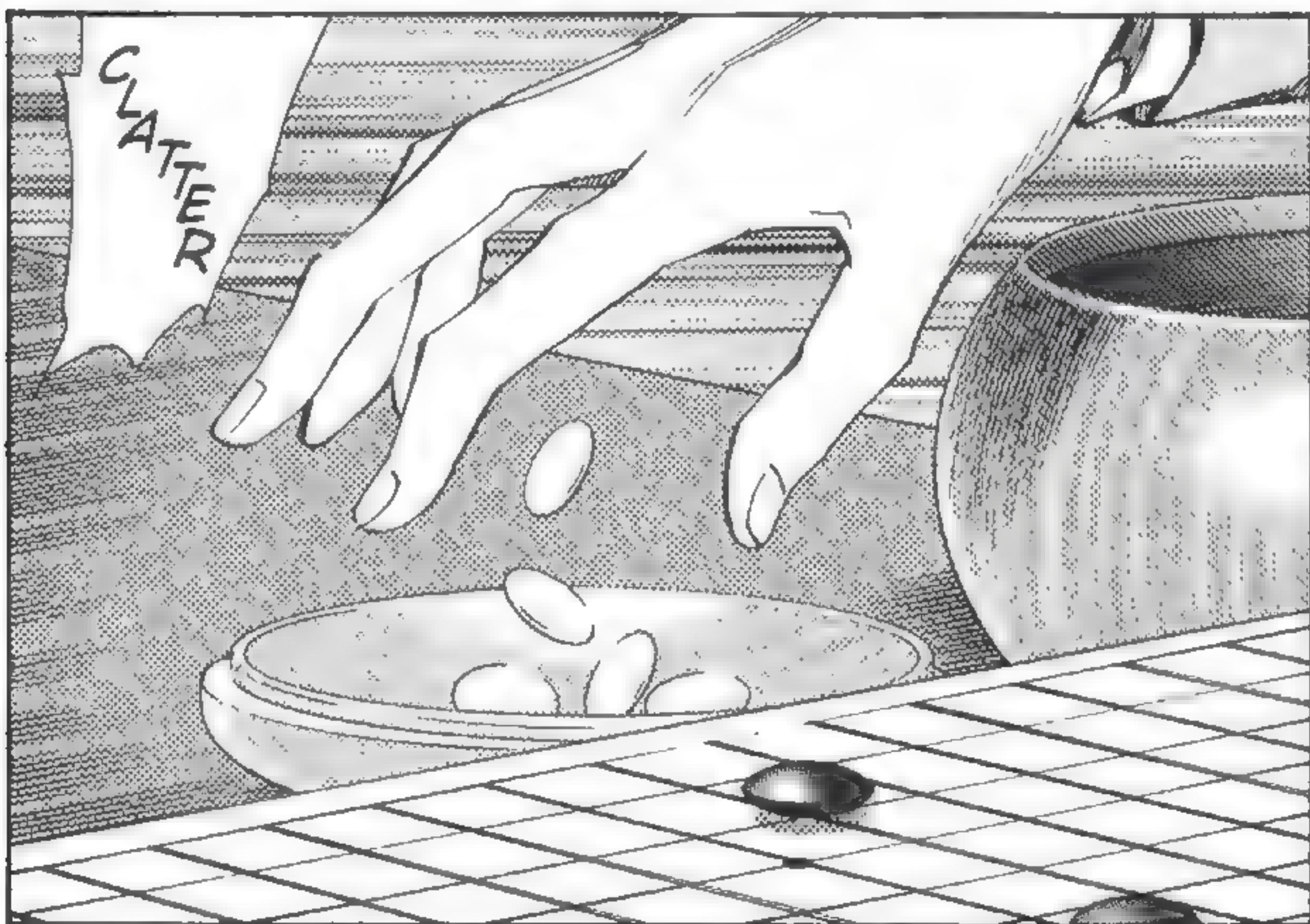
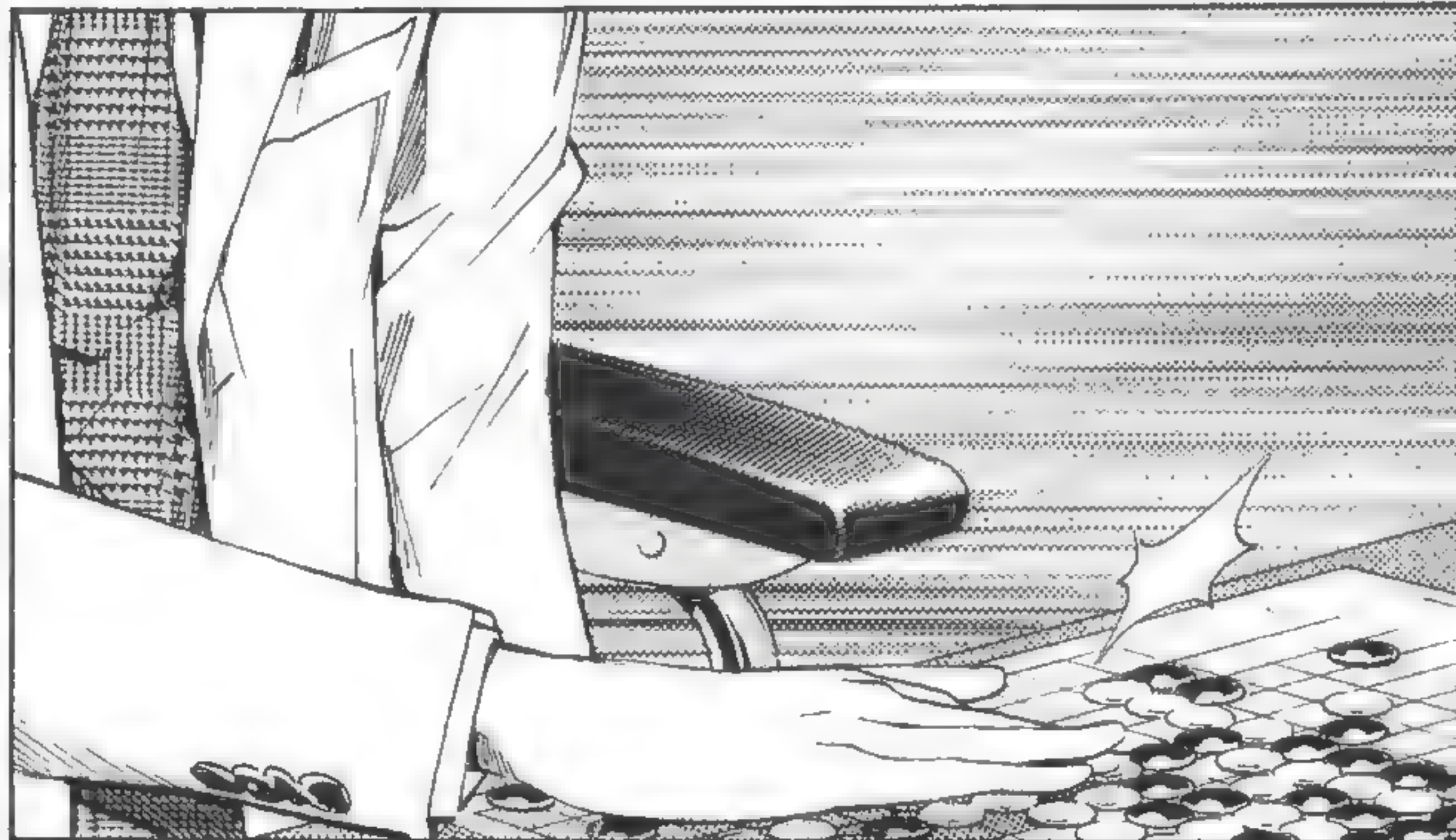
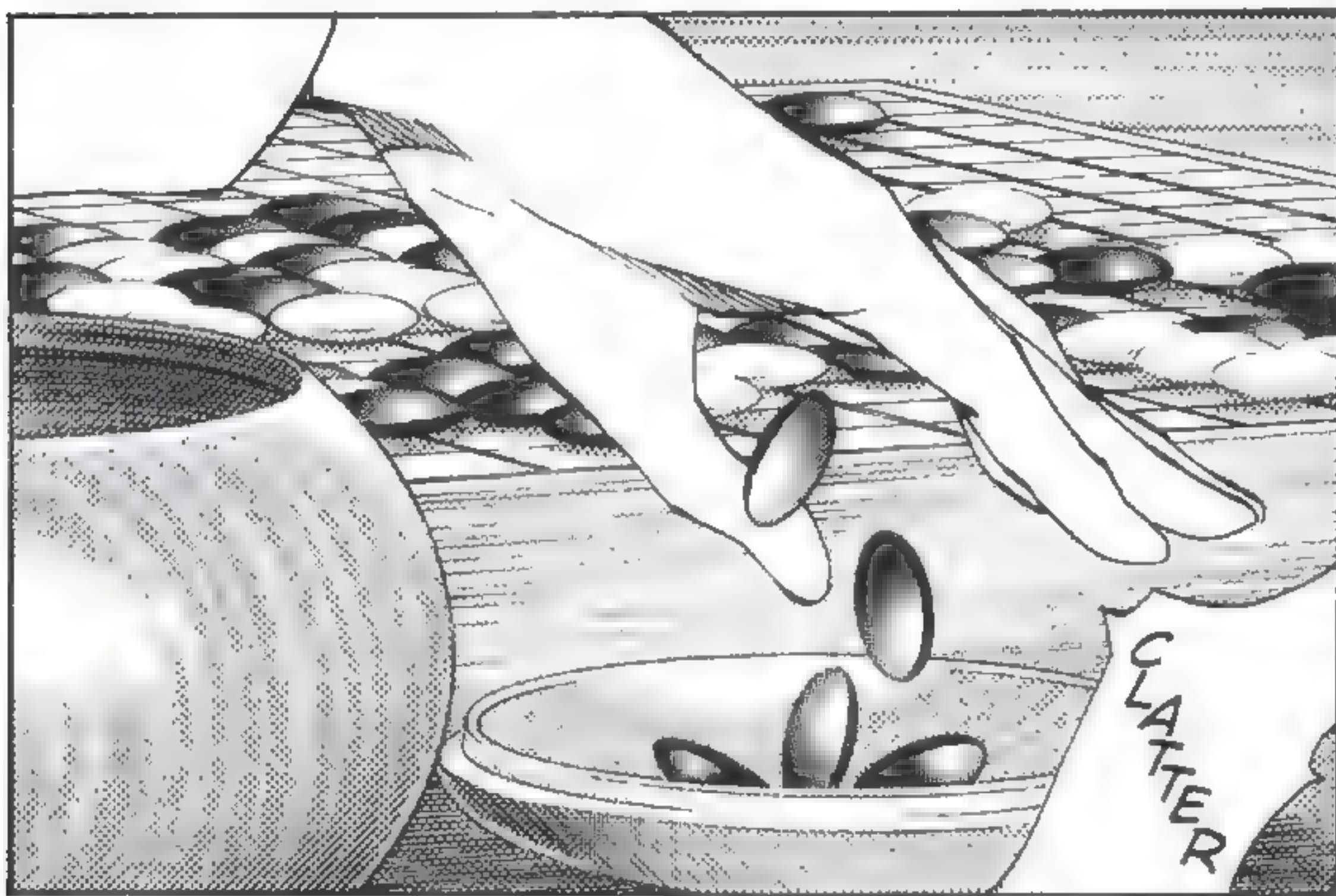
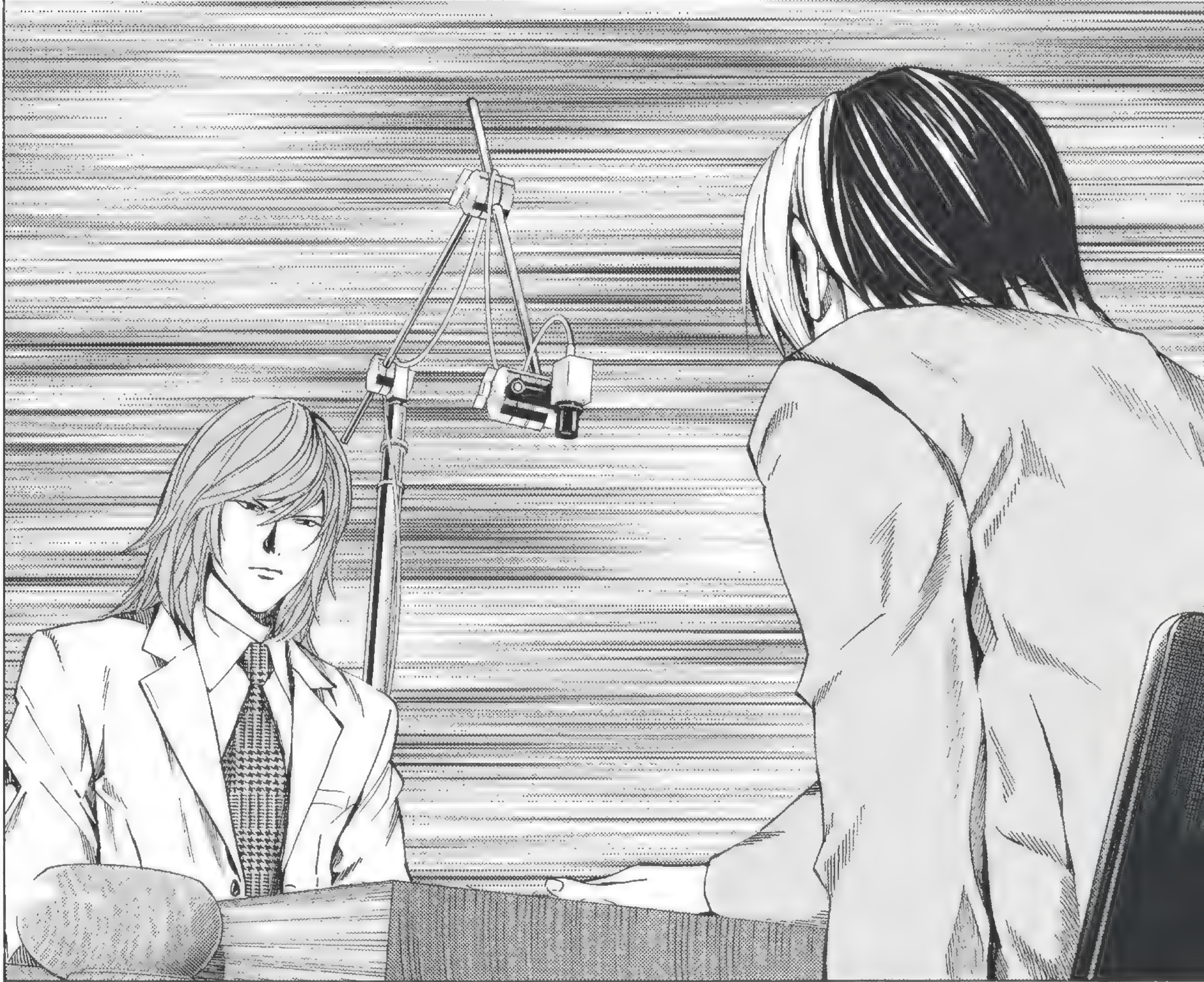


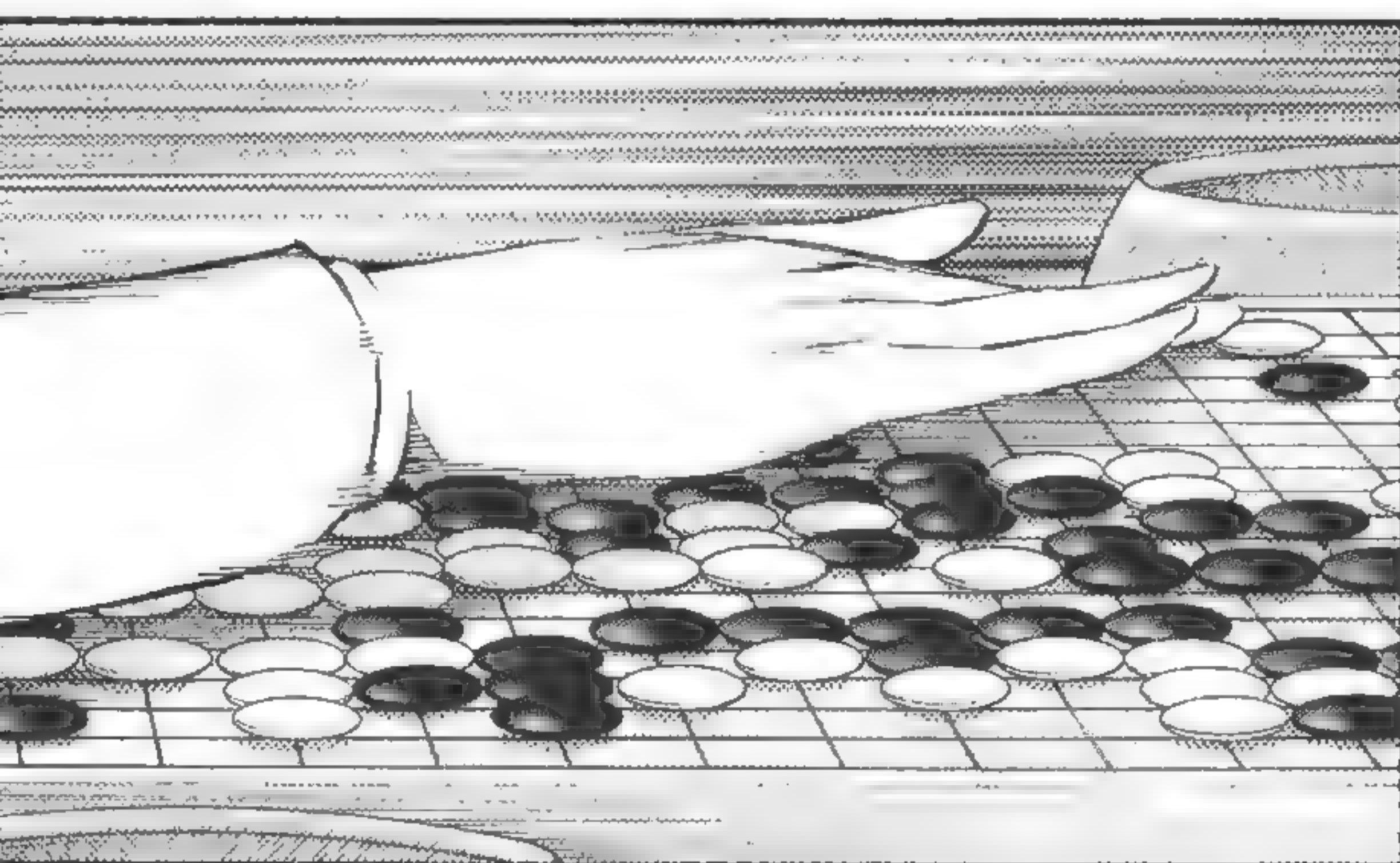
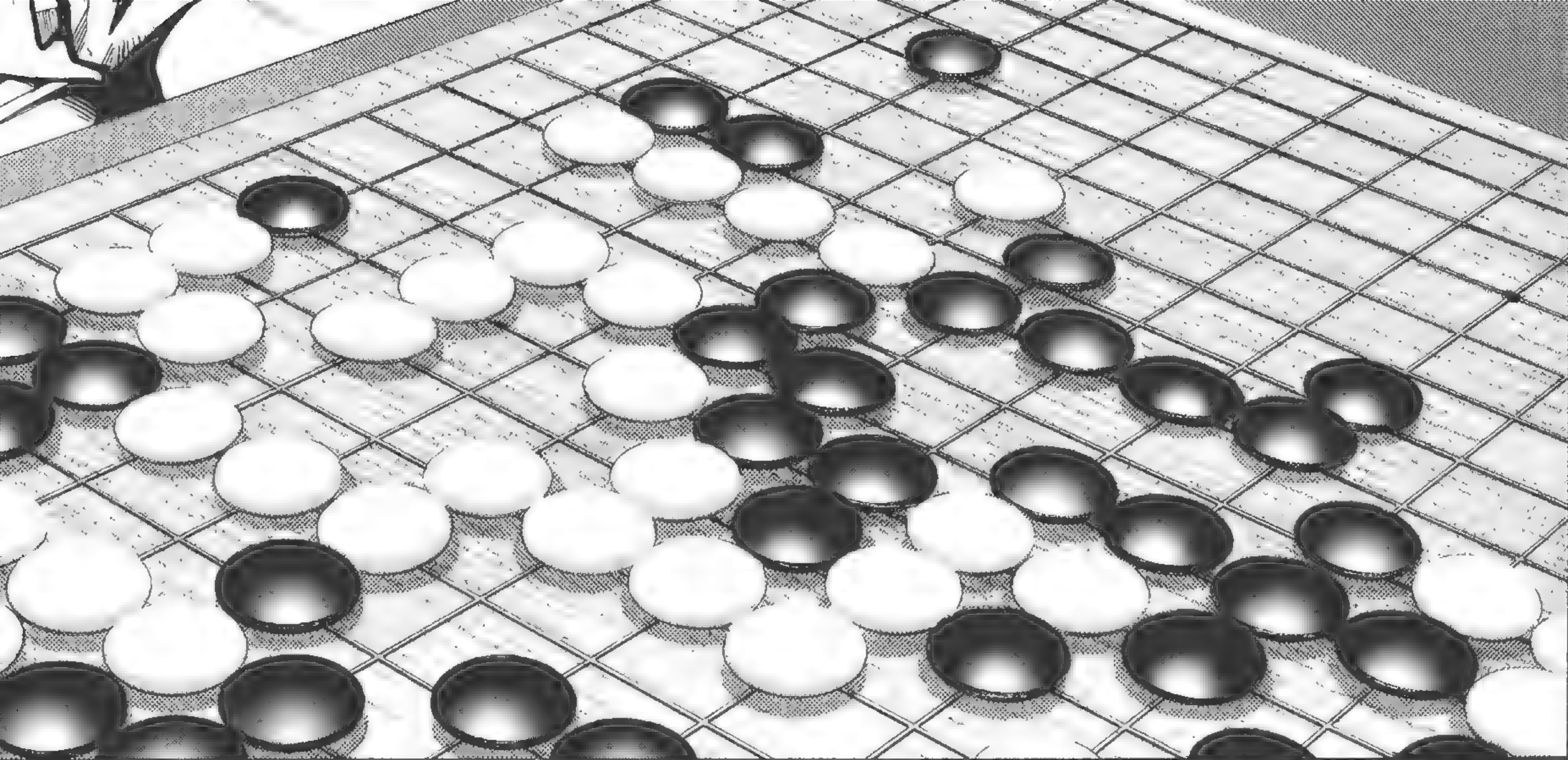
Game 187 "Japan vs. Korea: 4"



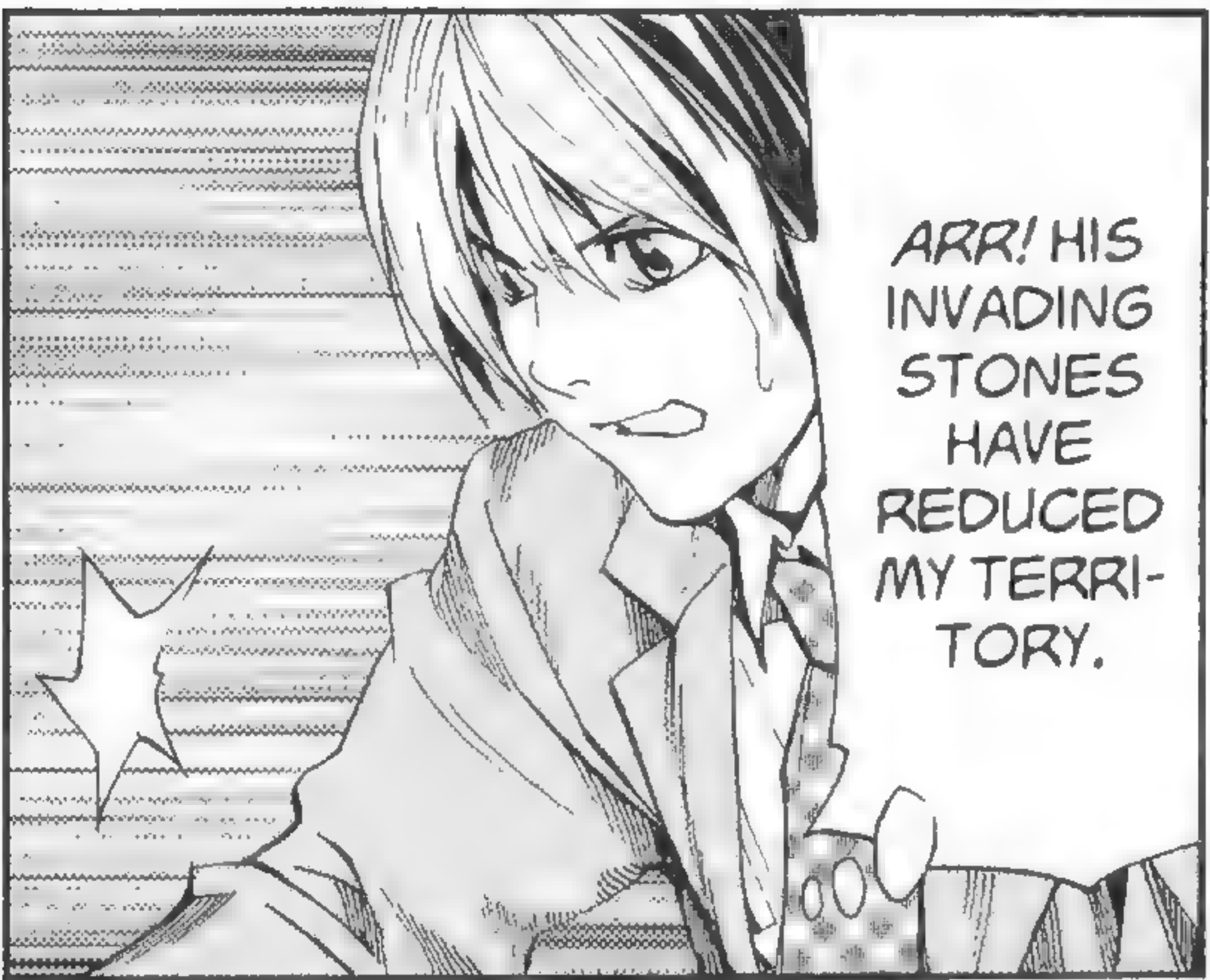
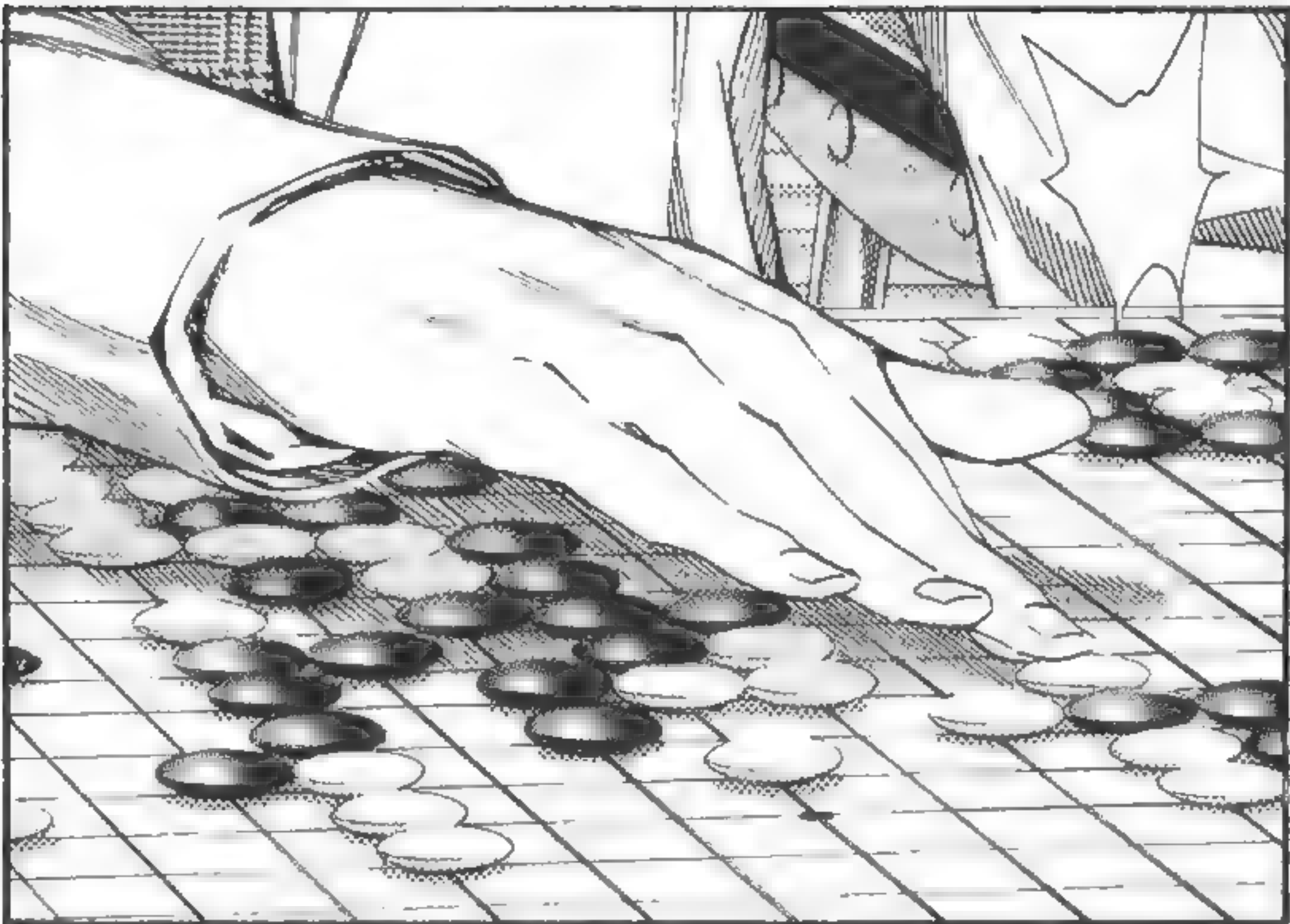


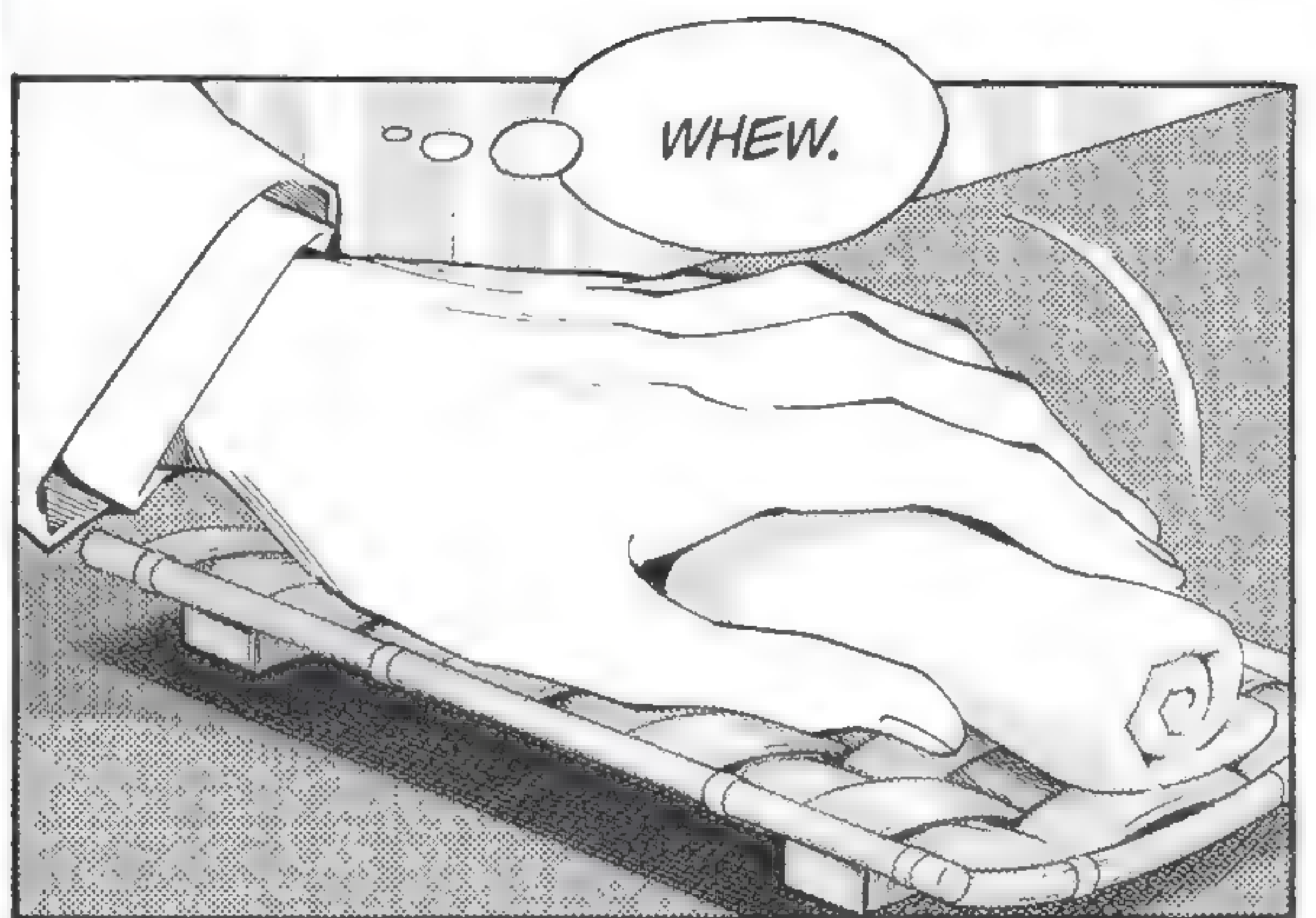


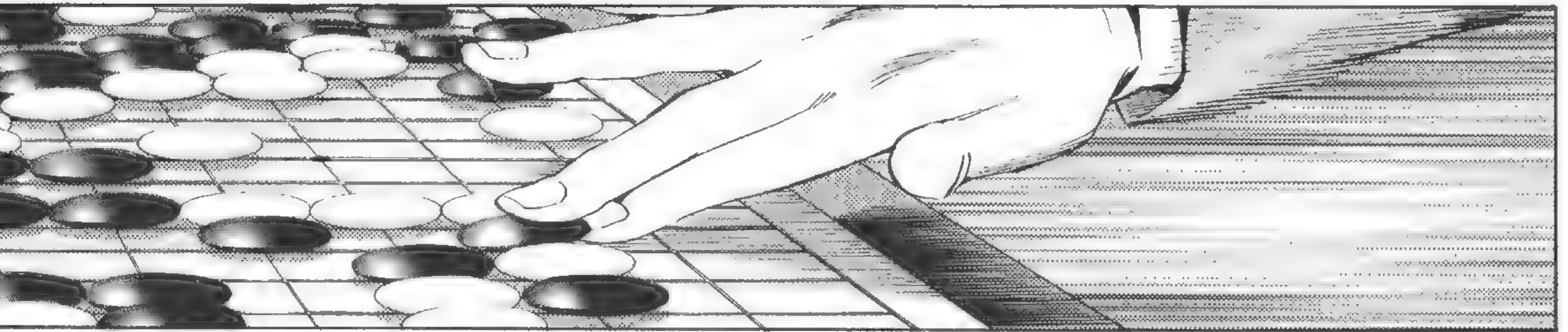
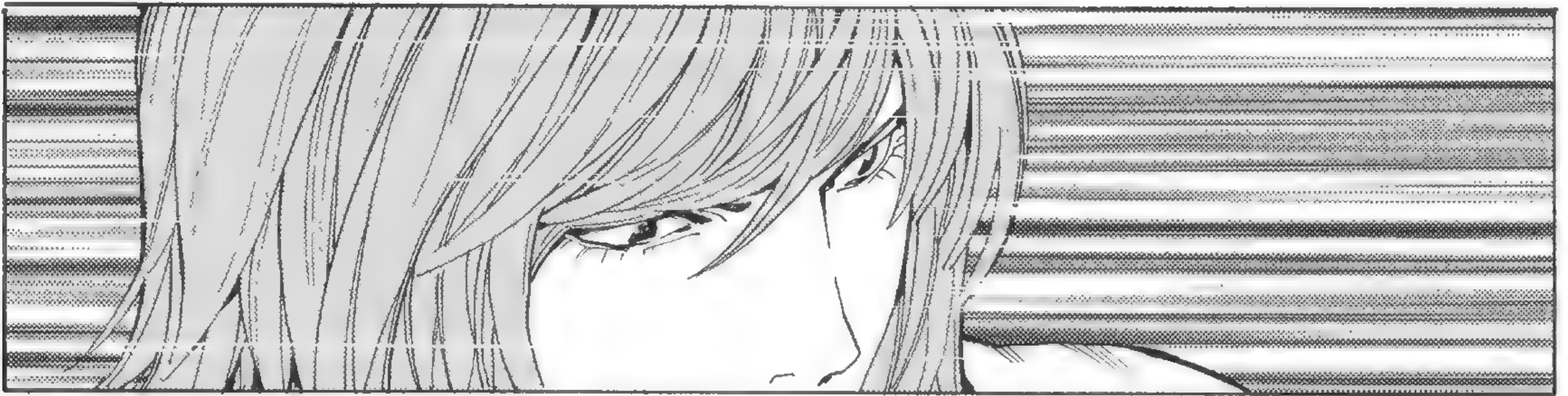
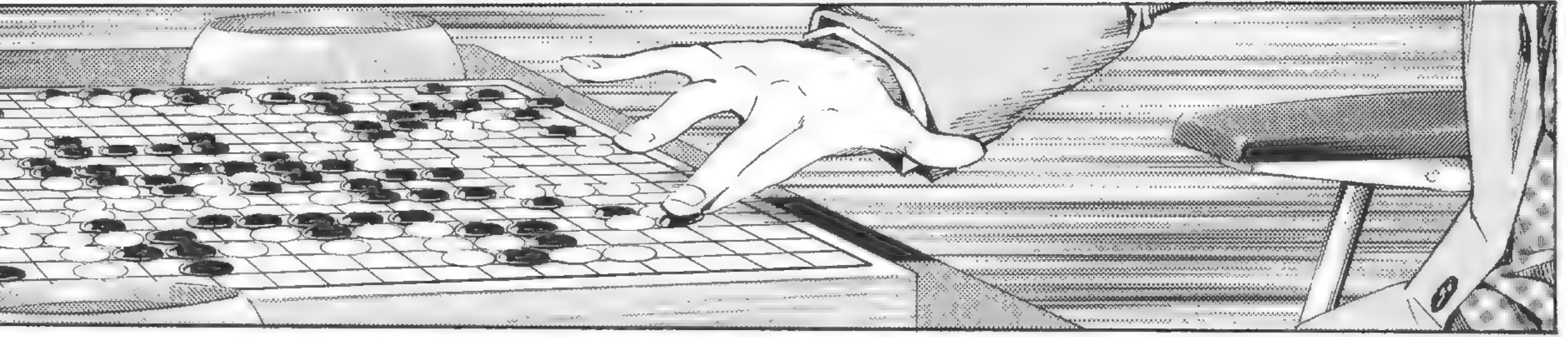


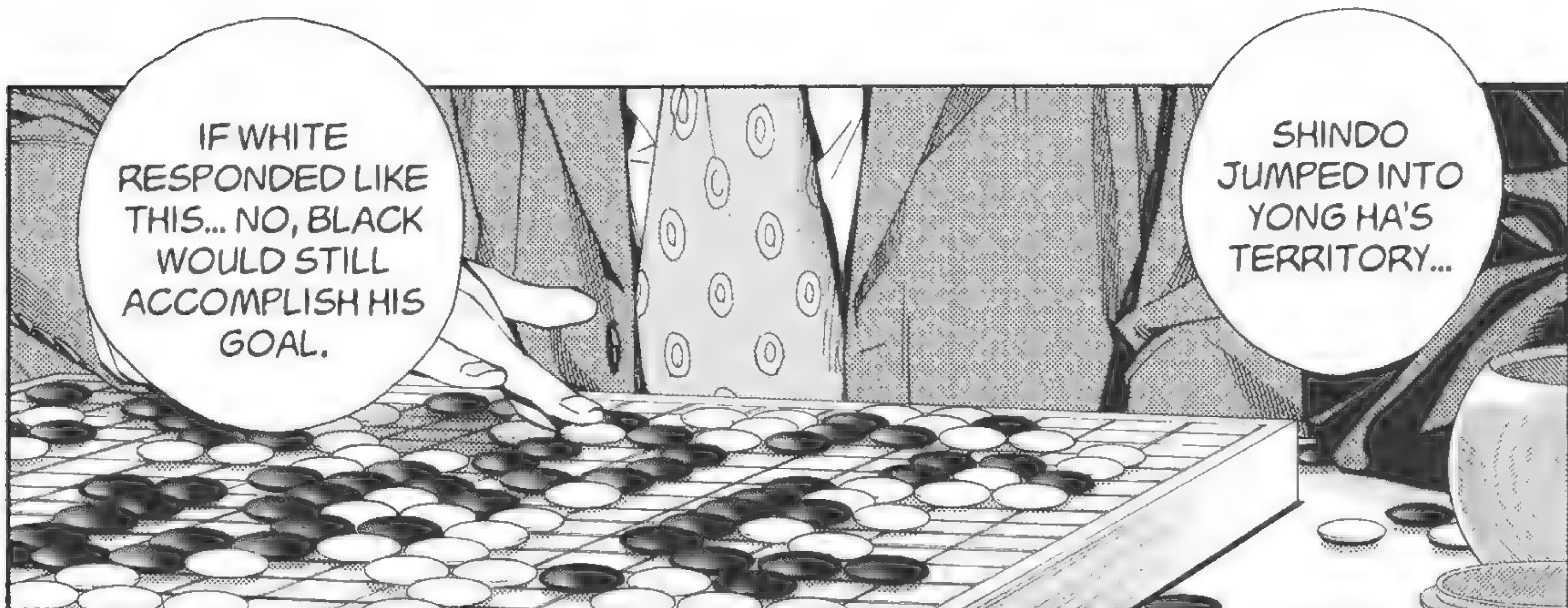












IF WHITE
RESPONDED LIKE
THIS... NO, BLACK
WOULD STILL
ACCOMPLISH HIS
GOAL.

SHINDO
JUMPED INTO
YONG HA'S
TERRITORY...



SHEESH...
THIS IS
BRUTAL!

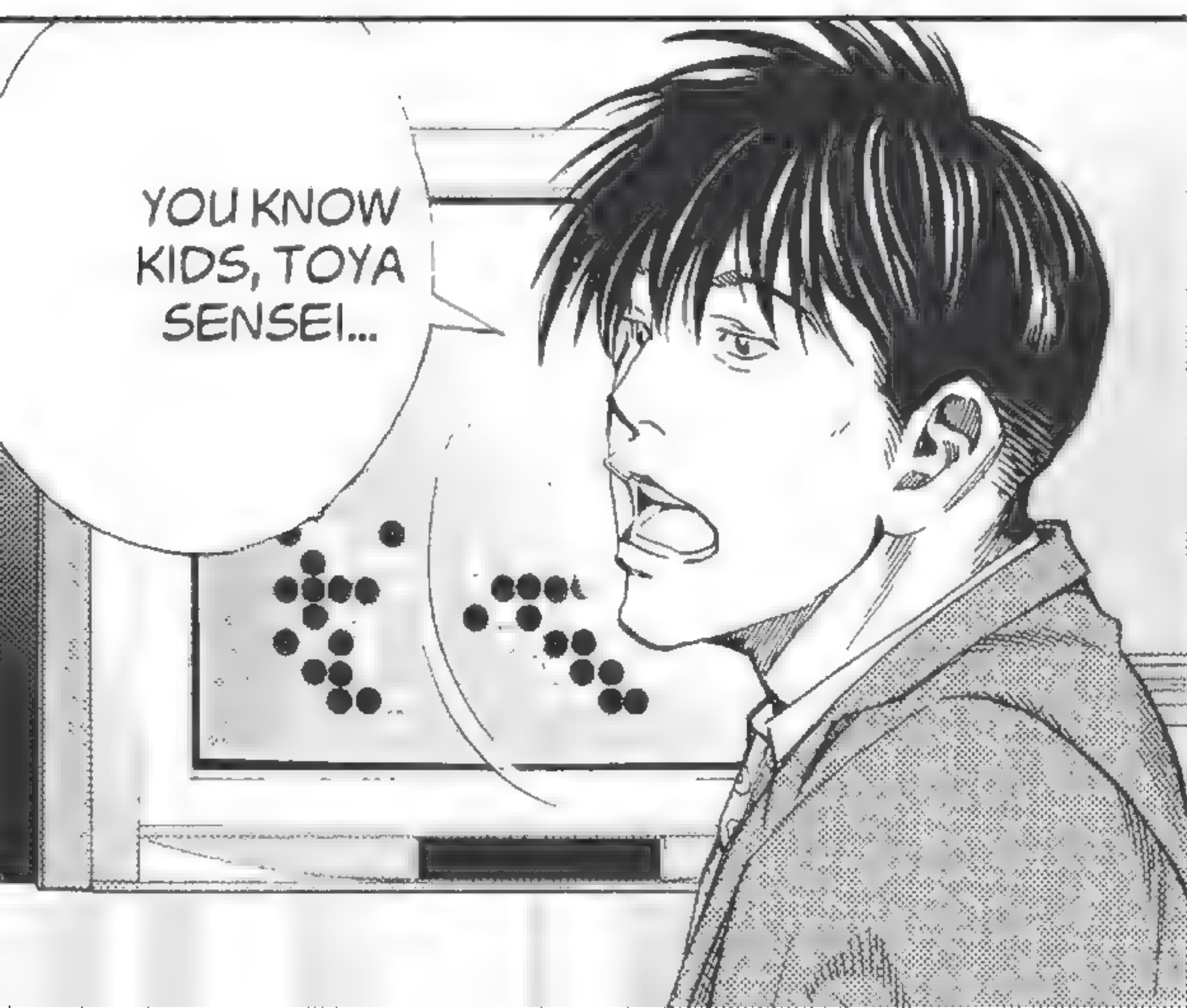
IT WHITTLES
DOWN
WHITE'S
TERRITORY
AT ANY
RATE.



WHITE HAS TO
COMPROMISE.



THERE'S A
HALF-POINT'S
DIFFERENCE
BETWEEN
THEM.





Y'SEE, YONG HA
TOLD ME IF
HON'INBO
SHUSAKU WERE
TO REAPPEAR
HE'D BEAT
TODAY'S TOP
PROS!



Let it go,
Kosemura!

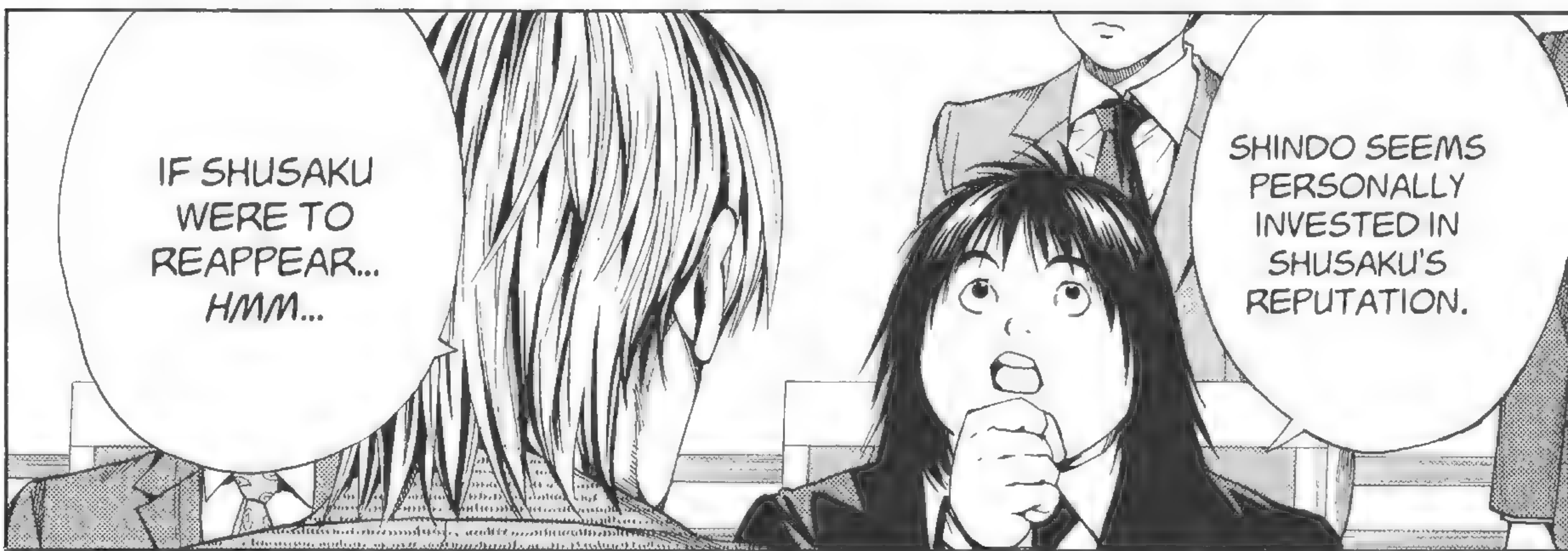
HEY, IF
YOU THINK
THAT'LL—



...THEY GET INTO
SQUABBLES
AND HAVE TO
SETTLE THINGS.
THAT'S WHAT
SHINDO AND
YONG HA ARE
DOING NOW.

YES!
THAT'S ALL
IT IS!

SANG-
HOON?



IF SHUSAKU
WERE TO
REAPPEAR...
HMM...

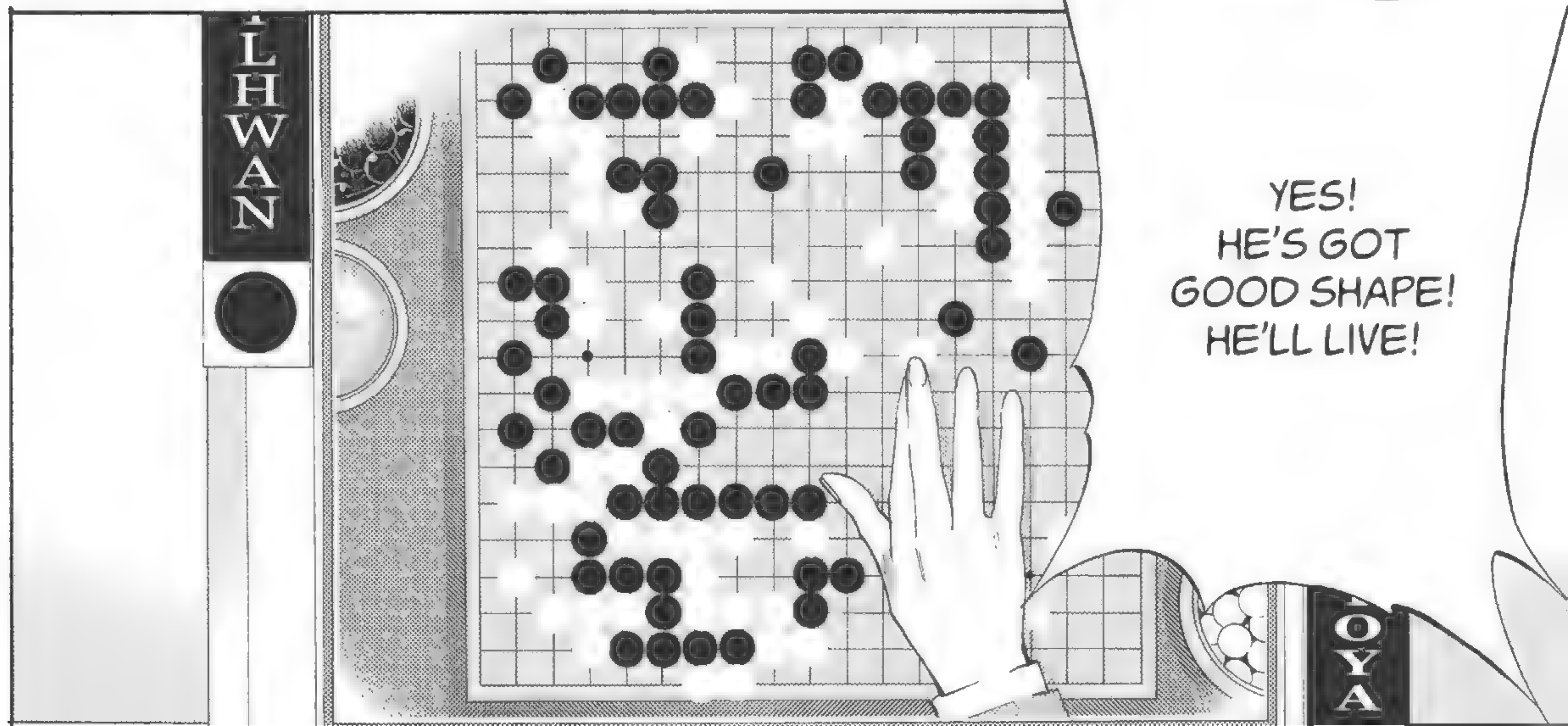
SHINDO SEEMS
PERSONALLY
INVESTED IN
SHUSAKU'S
REPUTATION.



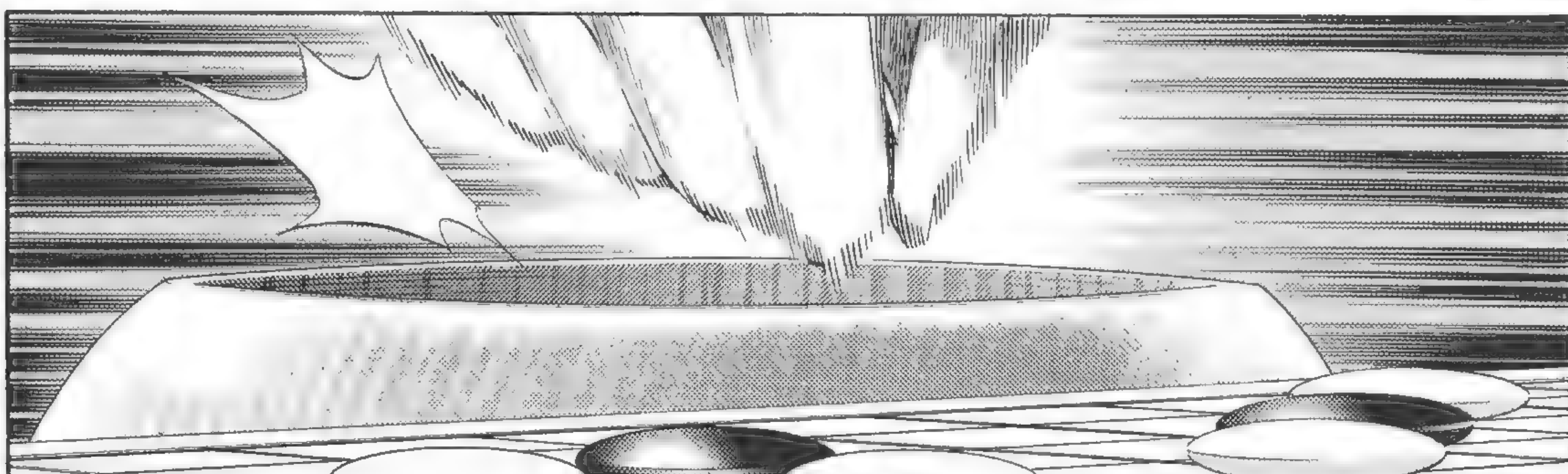
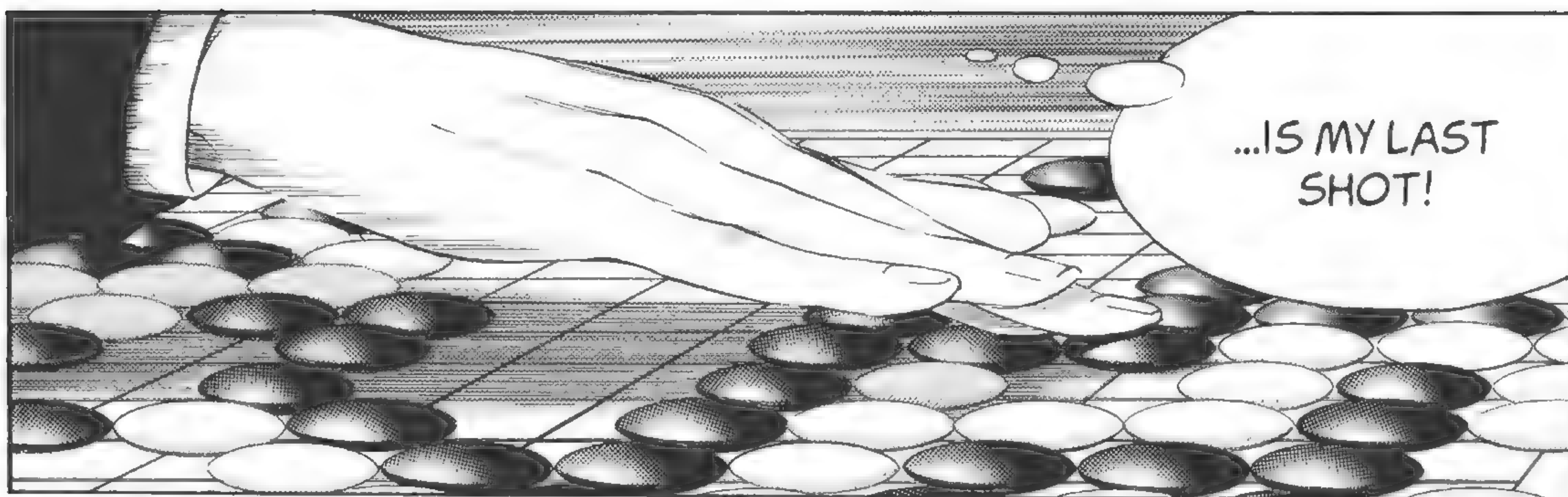
MY APPRENTICES
WERE WONDERING
IF, IN THE EVENT
SHUSAKU WERE TO
REAPPEAR, WHO
WOULD BE
STRONGER—HIM
OR ME.

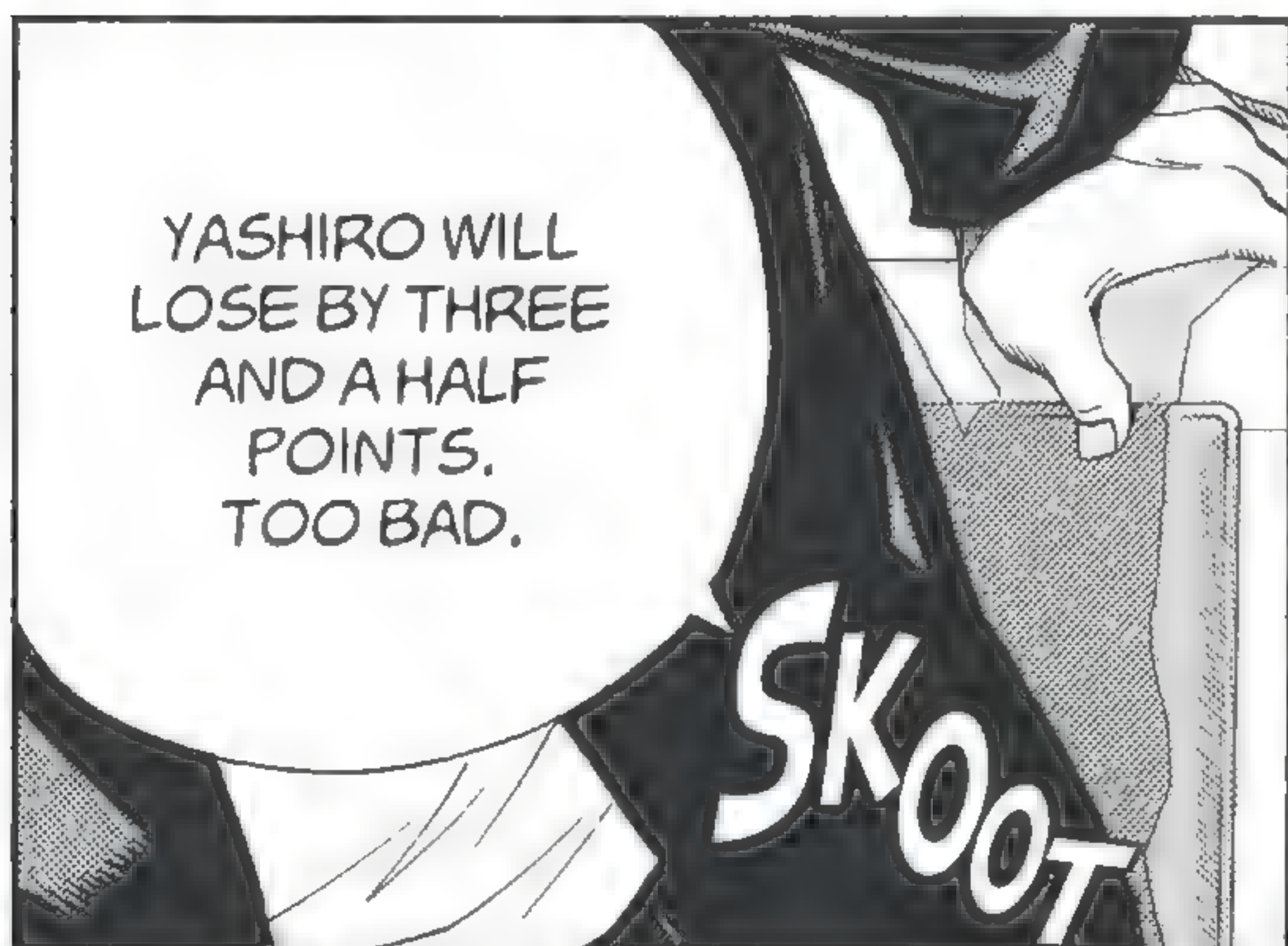
I'VE HEARD THAT
LINE OF THOUGHT
BEFORE.

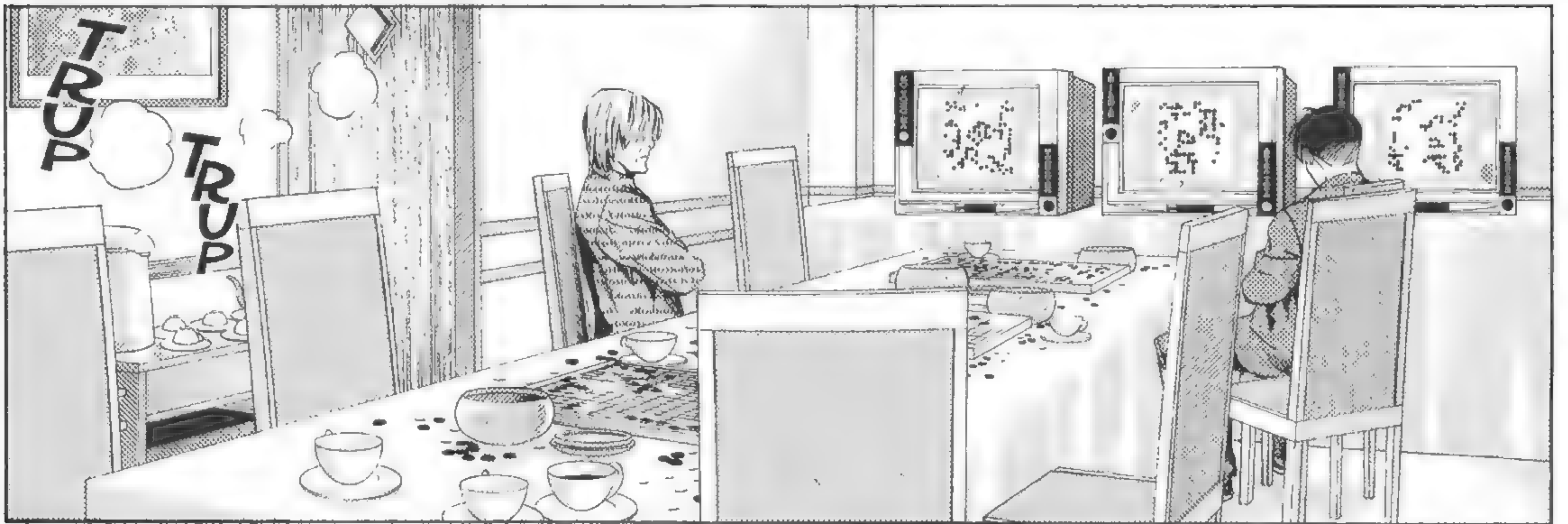


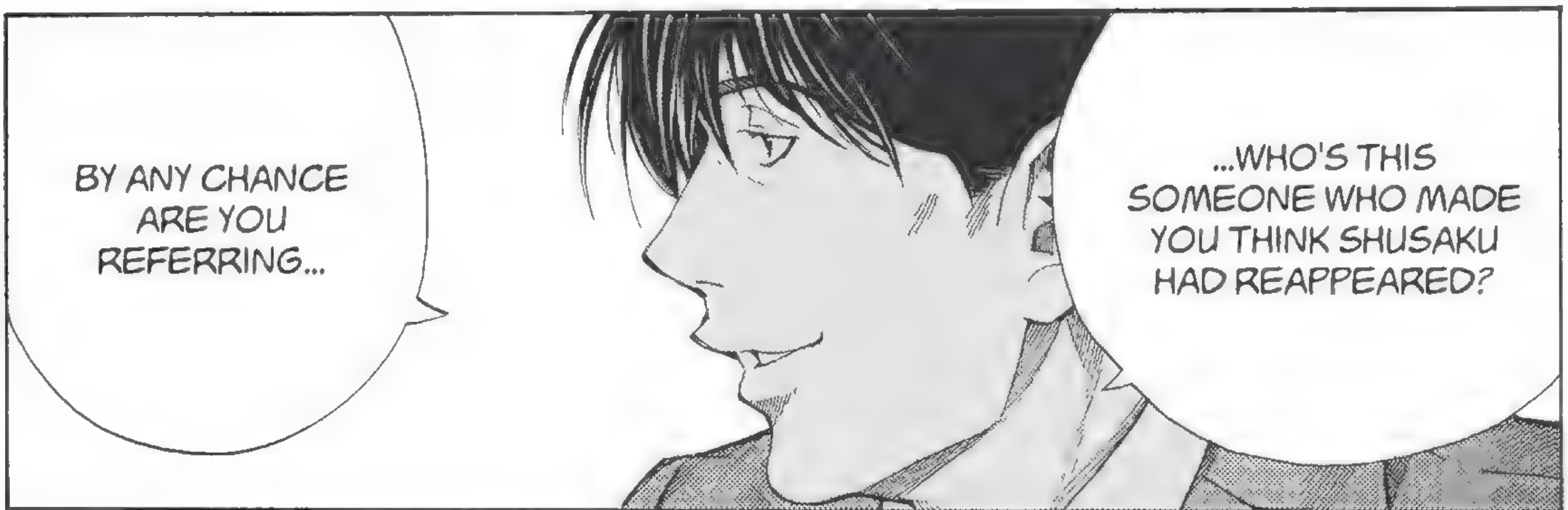
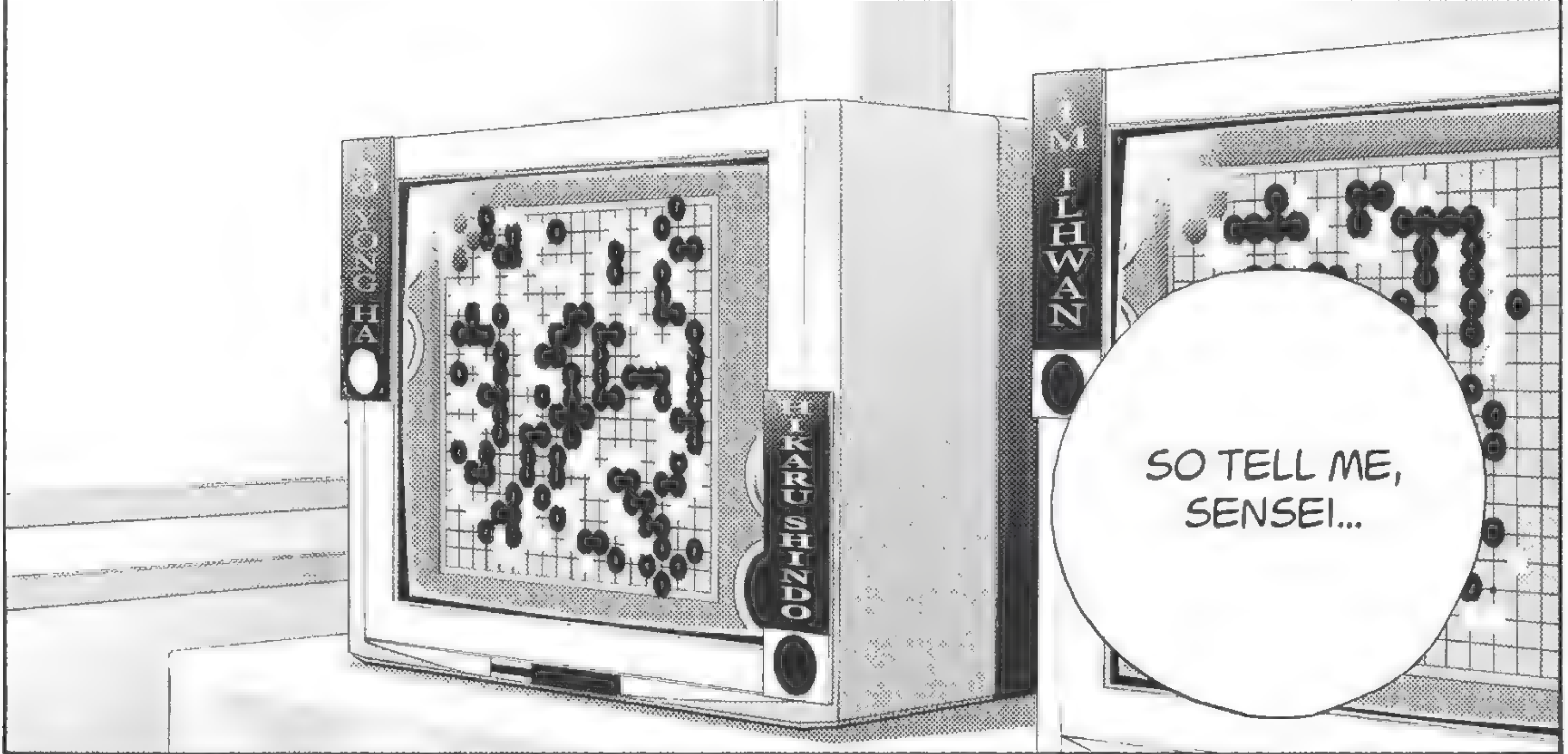












A WORD ABOUT HIKARU NO GO

ILLUSTRATING THE GO BOARDS

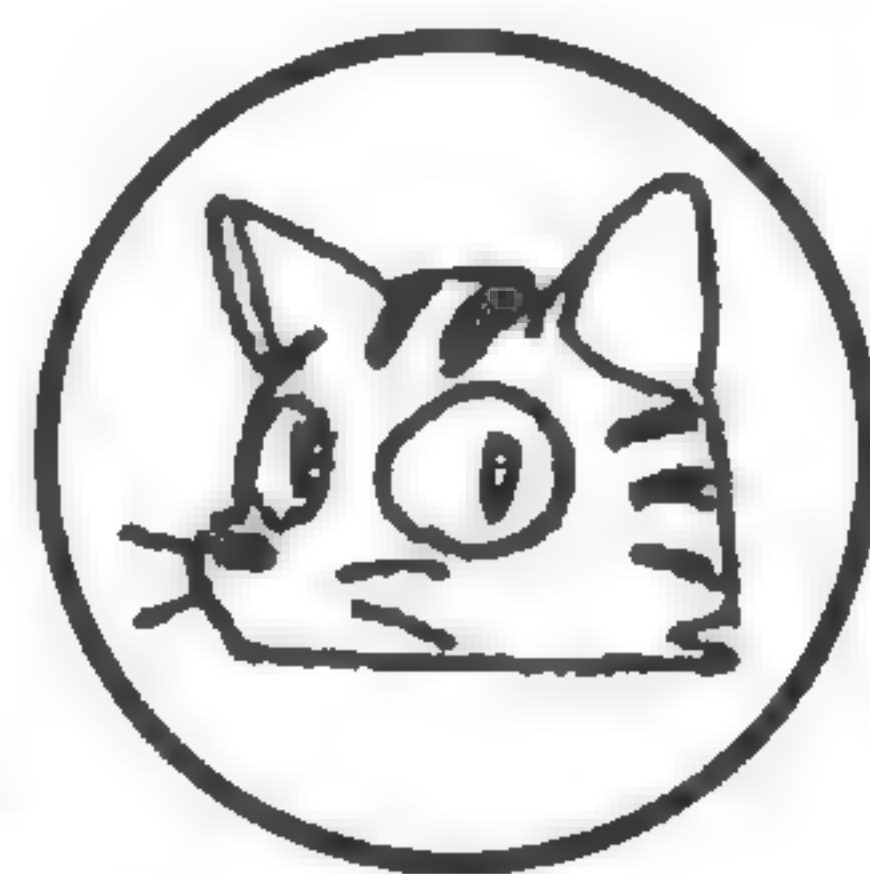


AFTER THE MANGA PAGES ARE COMPLETED, YOSHIDA-SAN THE EDITOR AND OBATA SENSEI GO OVER THE ILLUSTRATIONS PANEL BY PANEL TO MAKE SURE THEY MATCH THE GAME RECORD. (THEY SAY PANELS LIKE THE ONE ABOVE WHERE YOU SEE THE BOARD DIAGONALLY ARE EXTRA HARD.) AFTER THAT, THE JAPAN GO ASSOCIATION CHECKS IT AND WE MAKE CORRECTIONS AS NEEDED.

EVEN SO, SOMETIMES A MISTAKE WILL SLIP THROUGH. ONCE, A MISPLACED GO STONE WAS CAUGHT BY SOMEONE OPERATING THE PRESS AT KYODO PRINTING.

HIKARU NO GO HAS BEEN A LABOR INTENSIVE MANGA.

TO OBATA SENSEI'S ASSISTANTS—
THANK YOU FOR YOUR HARD WORK
ALL THIS TIME.





Game 188 "Endgame"



YOU KNOW SAI,
YANG HAI?



HE'S WHO I
THOUGHT OF
WHEN YOU SAID
WHAT YOU DID.

SO IT WAS
SAI YOU WERE
TALKING
ABOUT THEN?

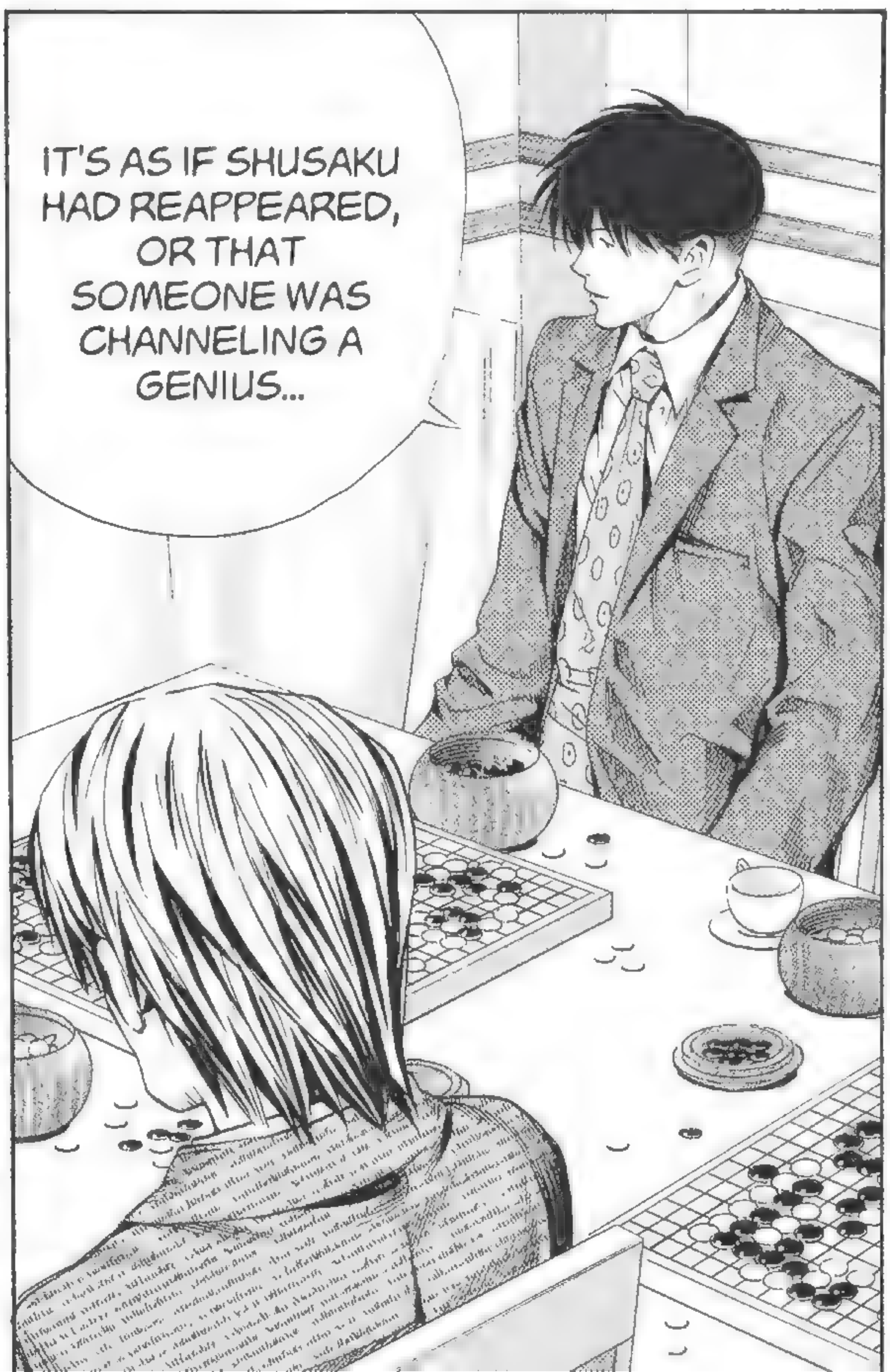
NOT PERSONALLY,
BUT I SAW HIM PLAY
ONLINE A COUPLE
OF TIMES.

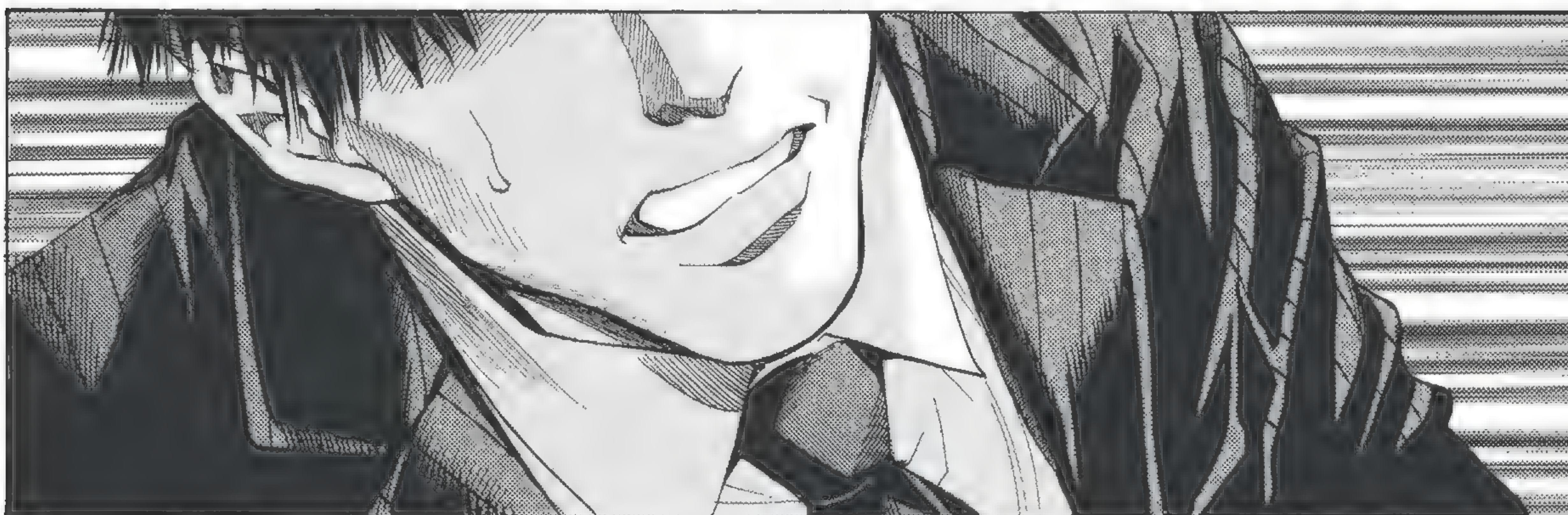
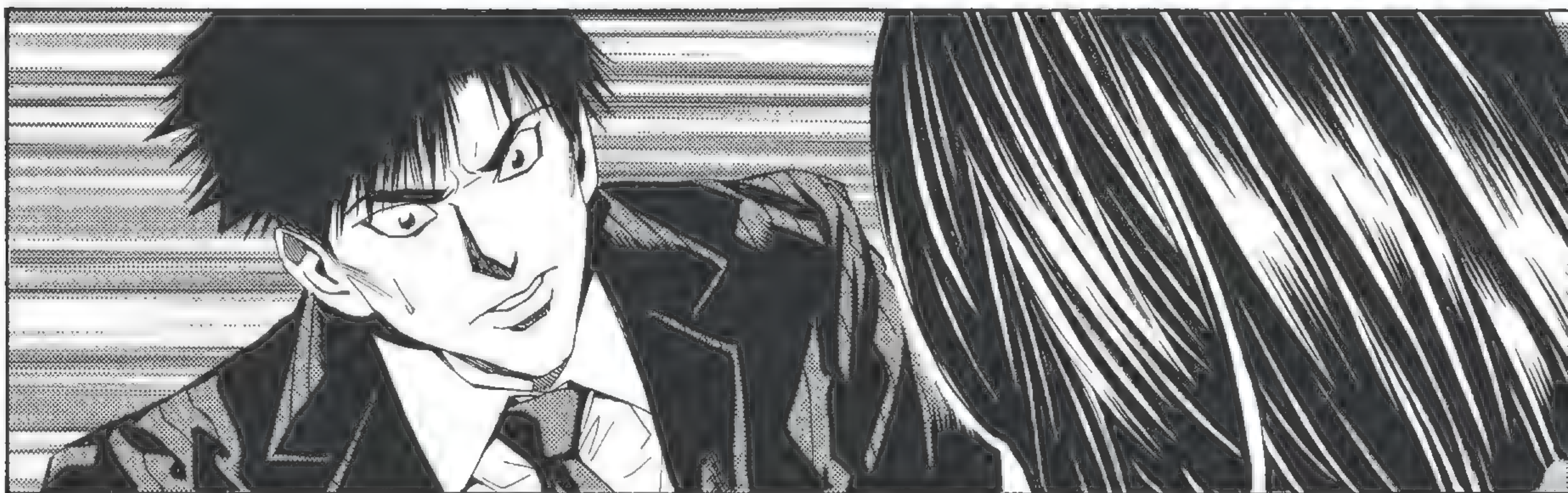


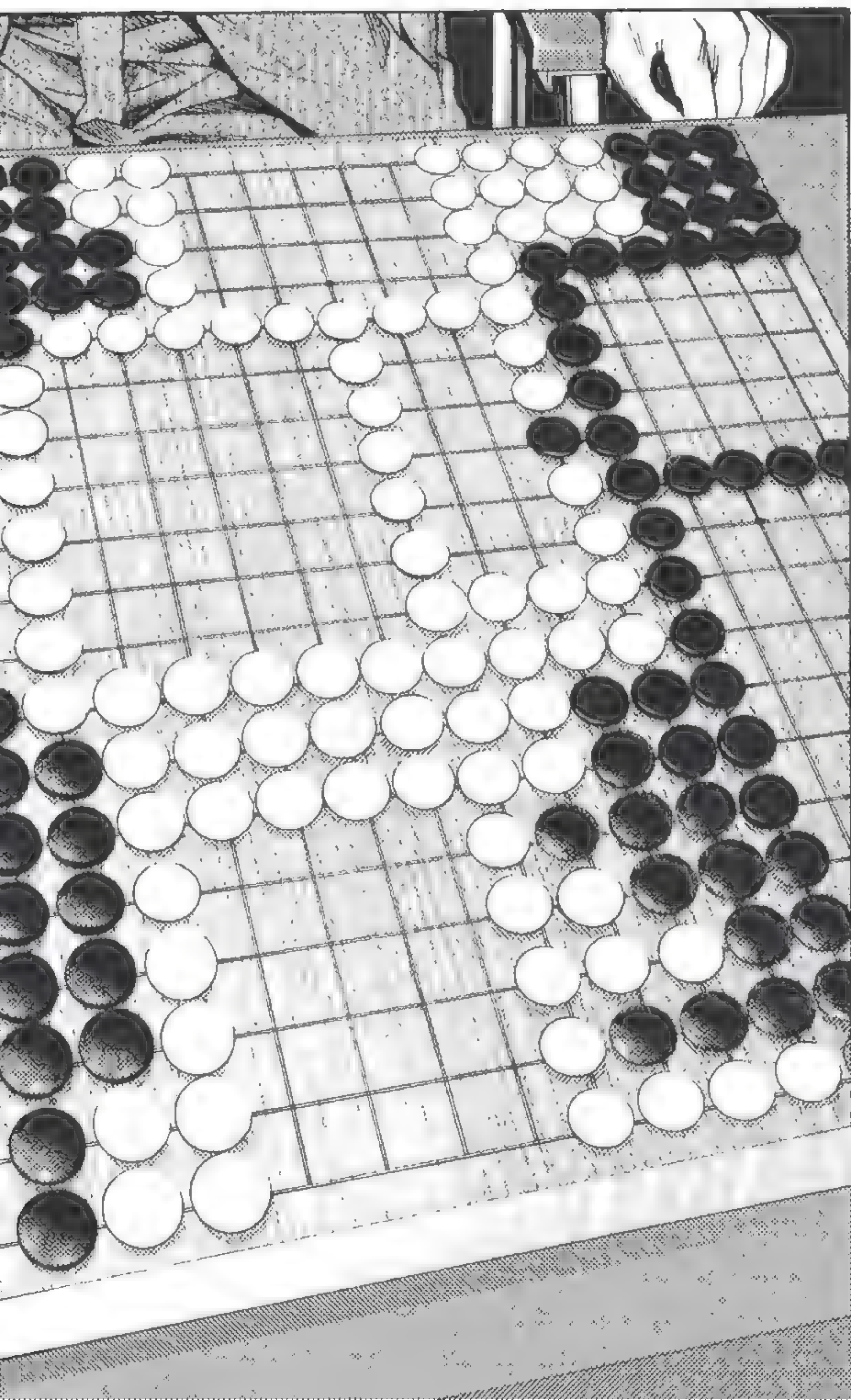
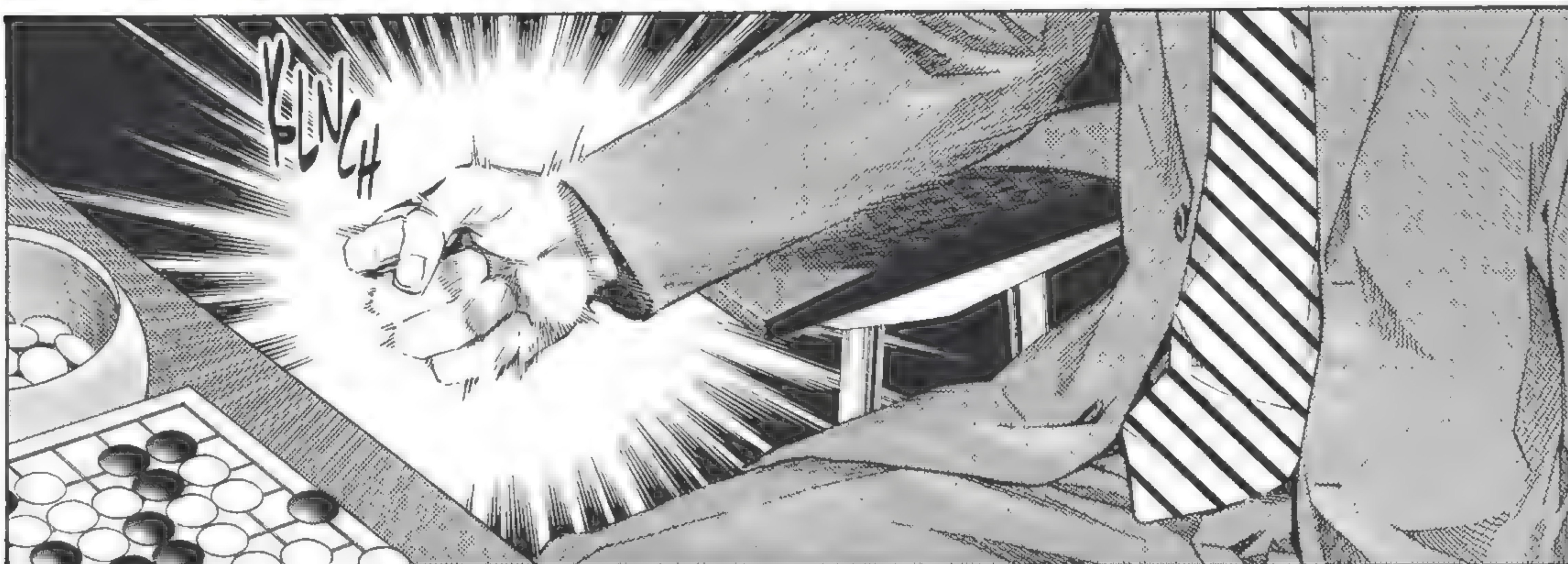
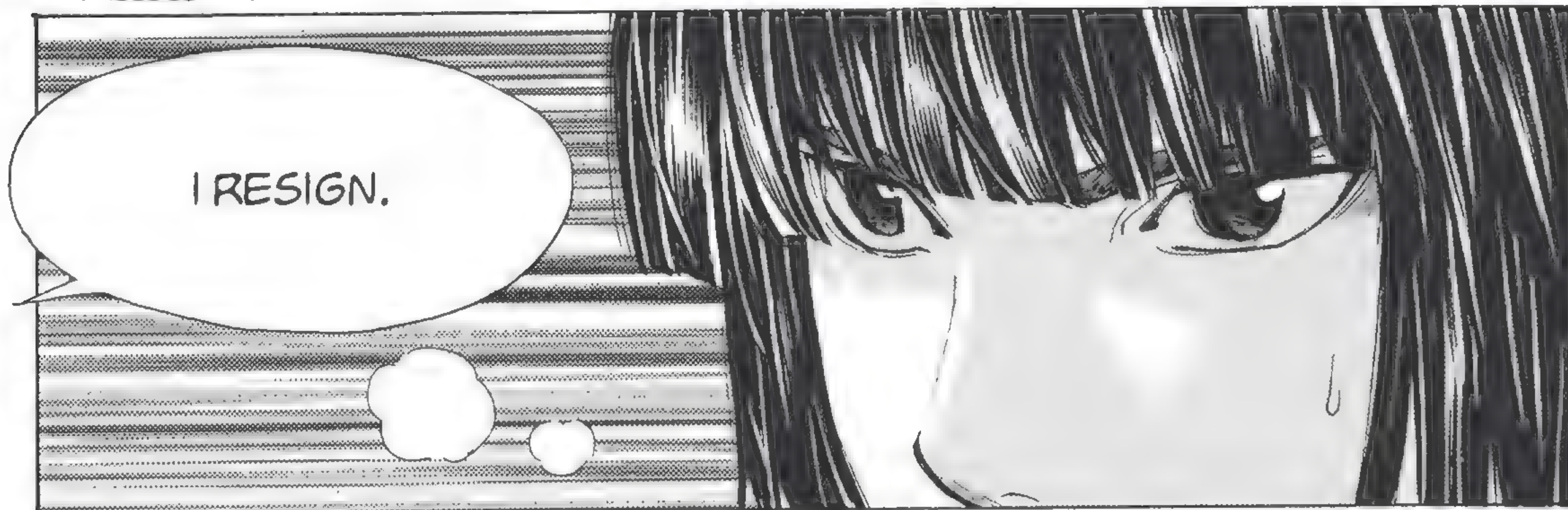
THEN AROUND THIS
TIME LAST YEAR
I SAW HIM PLAYING
ONLINE AGAINST
A CERTAIN KOYO
TOYA OF OUR
ACQUAINTANCE...

I THOUGHT HE'D
COMPLETELY
VANISHED.

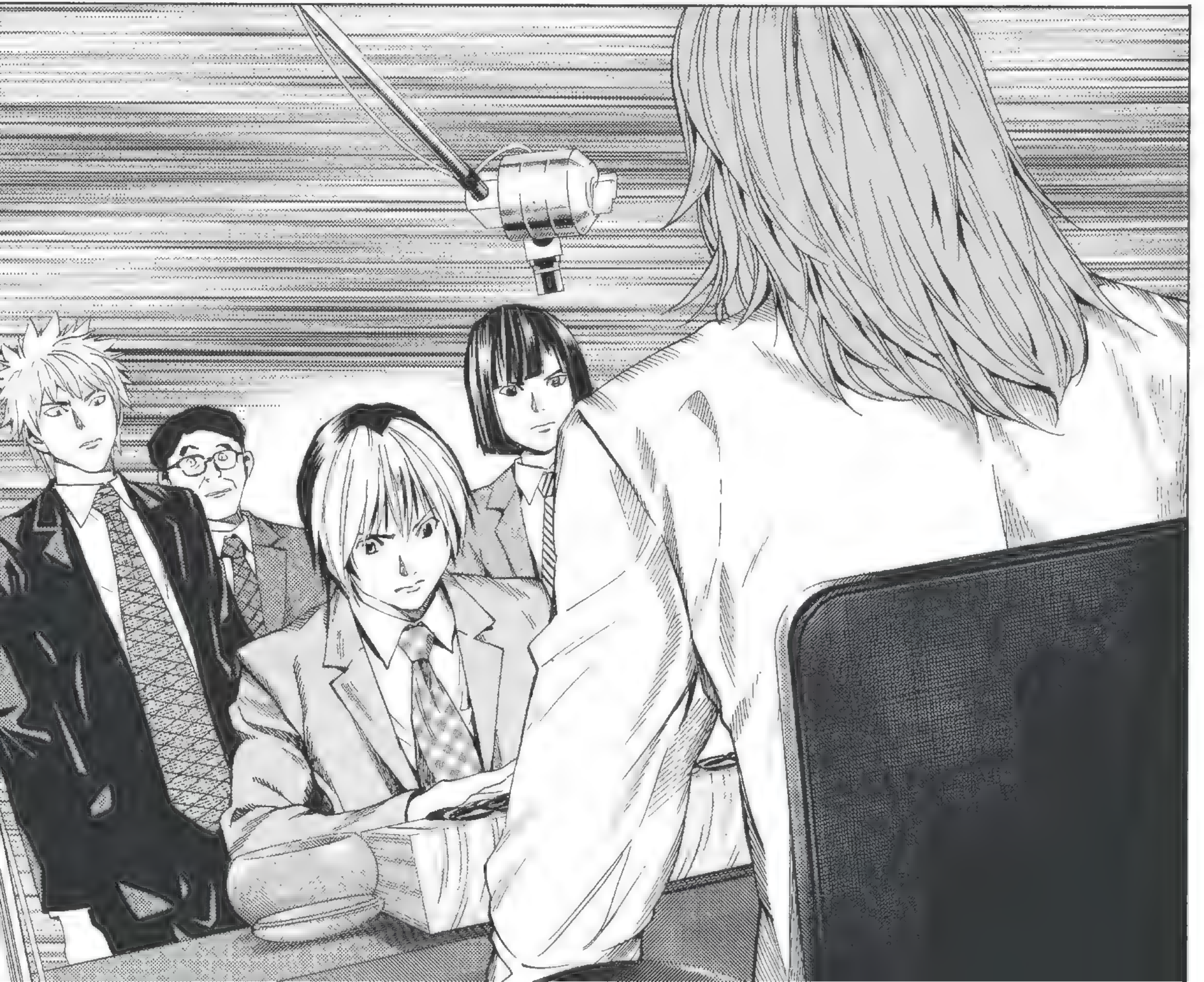
IT MUST'VE BEEN
THREE YEARS
AGO WHEN HE
APPEARED, AND
THEN... PFFT...
GONE!

















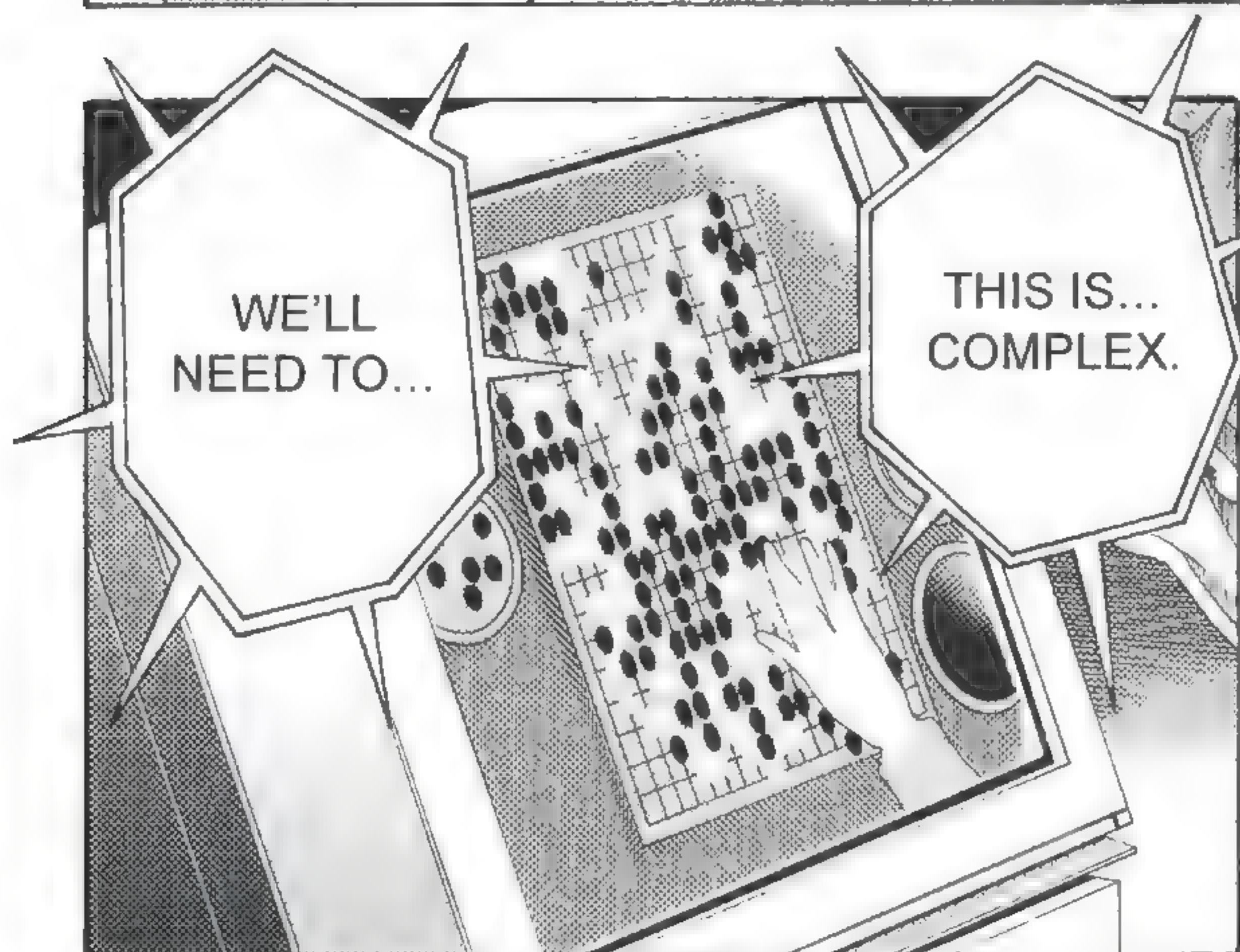
YOU ASK
WHY HE
REAPPEARED
IN OUR WORLD,
AND I THINK...

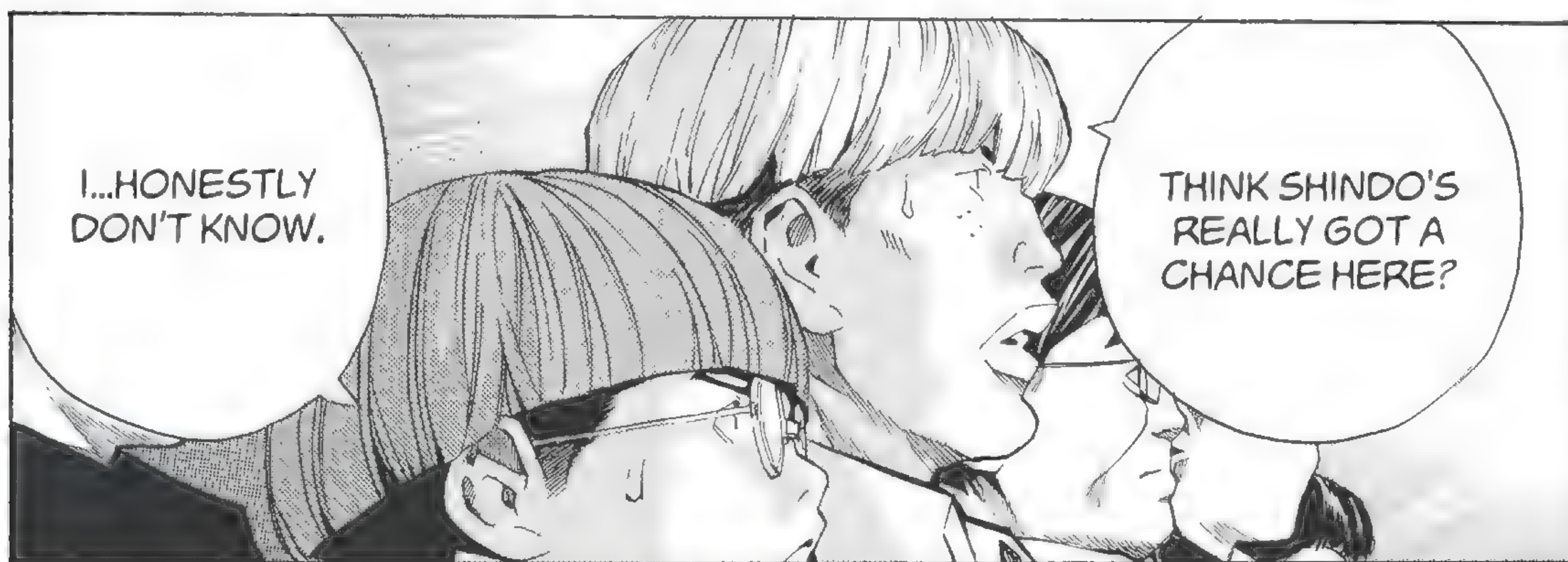
WELL, WHO
THE HECK
KNOWS,
RIGHT?

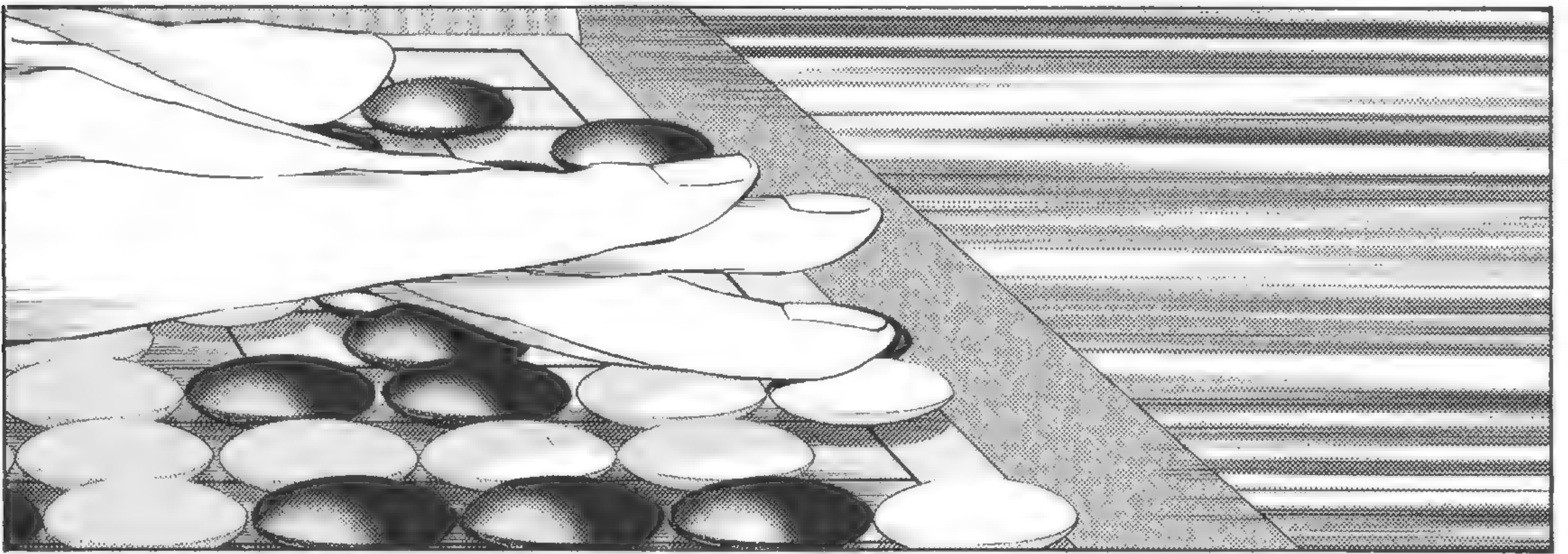
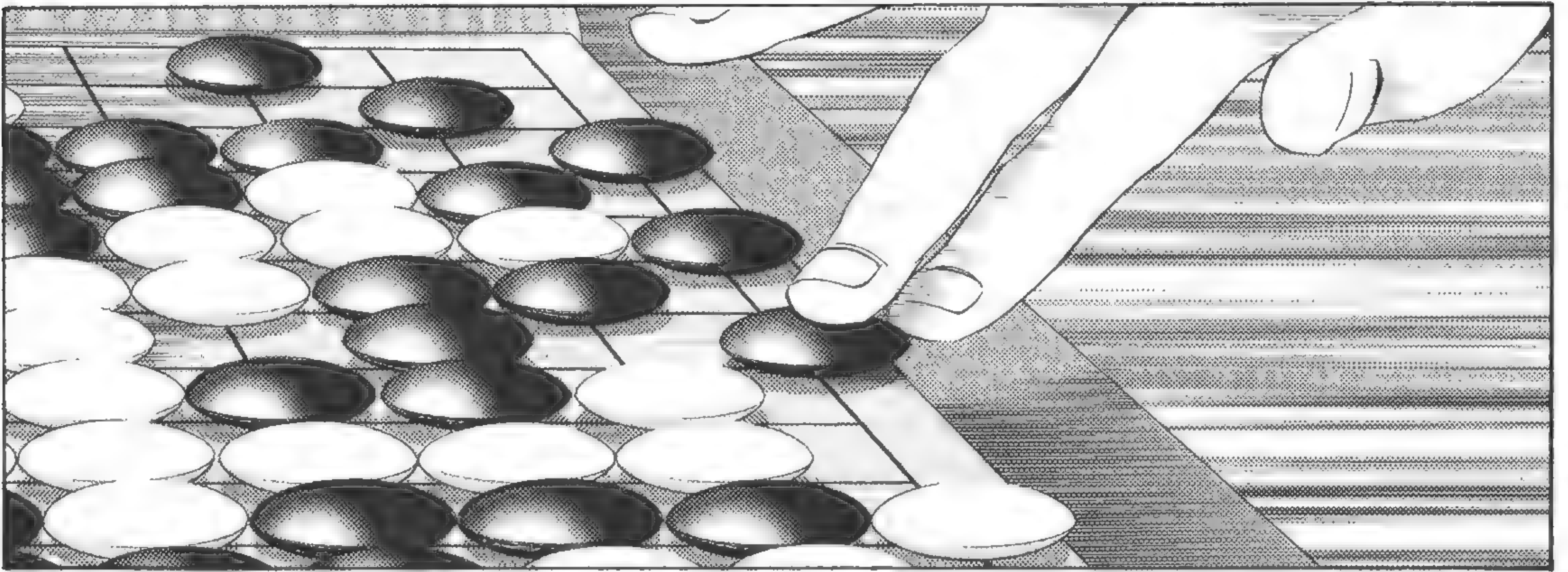
A WORTHY
GOAL,
THAT.

...IT WAS
TO PLAY
AGAINST
ME.

THEY'RE
ABOUT
TO END
THE
GAME.











I DON'T
SENSE YOUR
COUNTRY
FROM YOU
EITHER, AS
YOU SPEAK
FOREIGN
LANGUAGES
SO
FLUENTLY.

I DON'T
SENSE JAPAN
FROM YOU,
SENSEI.

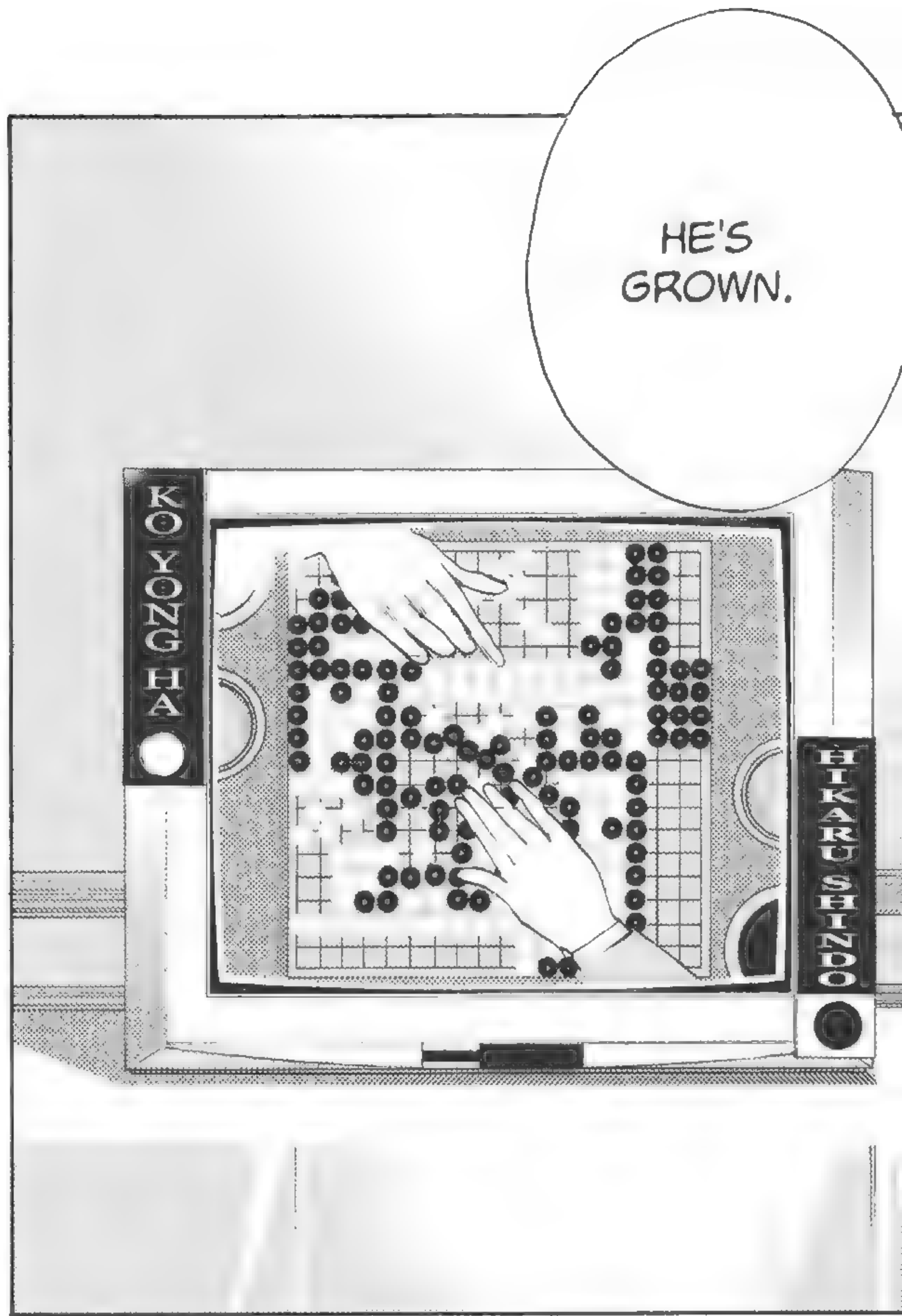
...

I'M JUST
A GUY WHO
LOVES
SICHUAN
FOOD TO
A FAULT.

IT'S NOT
THE SAME.

GOODBYE.







...THERE IS
A TITLE.

EACH
TIME...

Game 1: The Descent of the Go Master?

HIKARU NO GO

STORYBOARDS

57

YUMI
HOTTA



...SOMETIMES
HE NIXES
WHAT I COME
UP WITH.

...MY
EDITOR
TELLS ME
TITLES
ARE
IMPORTANT
AND...

IT'S MY
JOB TO
THINK
OF
TITLES
BUT...

OTHERS NOT
SO MUCH.
I'D RATE
THEM
THREE OUT
OF TEN.

SOME
TITLES
REPRESENT
A LOT OF
THOUGHT.

On graphic
novels it kind of
stands out.

Nobody looks
at the title,
right?



Yeah, I know,
but I just couldn't
think of anything
else...

Three Problems
of Life and Death?
What the heck kind
of title is that?!

IT'S
PARTICULARLY
TOUGH WHEN
THERE'S MORE
THAN ONE
STORYLINE.





Game 189 "Calling Out to You"





Game 189

"Calling Out to You"



KO YONG HA'S WIN
REQUIRED EVERY
LAST BIT OF
STRENGTH
HE HAD!

SHINDO'S LOST,
FOLKS, BUT MAKE NO
MISTAKE—THIS WAS
A GAME BETWEEN
FIRSTS ALL THE WAY!

JAPAN CHINA KOREA JUNIOR HOKUTO CUP DEMONSTRATION BOARD

THIS GAME
REALLY IS
ONE FOR
THE BOOKS!

HE JUST GOT
STRONGER.

HE WAS
SO
CLOSE,
MR. KITA-
JIMA!

HE
WAS!

SHINDO...



THAT WAY
JAPAN
WOULDA WON.
WHAT A GYP!



SO WHO
CARES HOW
GOOD HE WAS
AT LOSING?



TOYA
SHOULDA
BEEN FIRST.

YEAH!



EVEN IF
JAPAN
IMPROVES,
THE OTHER
COUNTRIES
WON'T
STAND
STILL.

MAKES ME
REALLY
WONDER
ABOUT THE
FUTURE.



HUH?

EH?

WHAT'S
WRONG
WITH
YOU?!









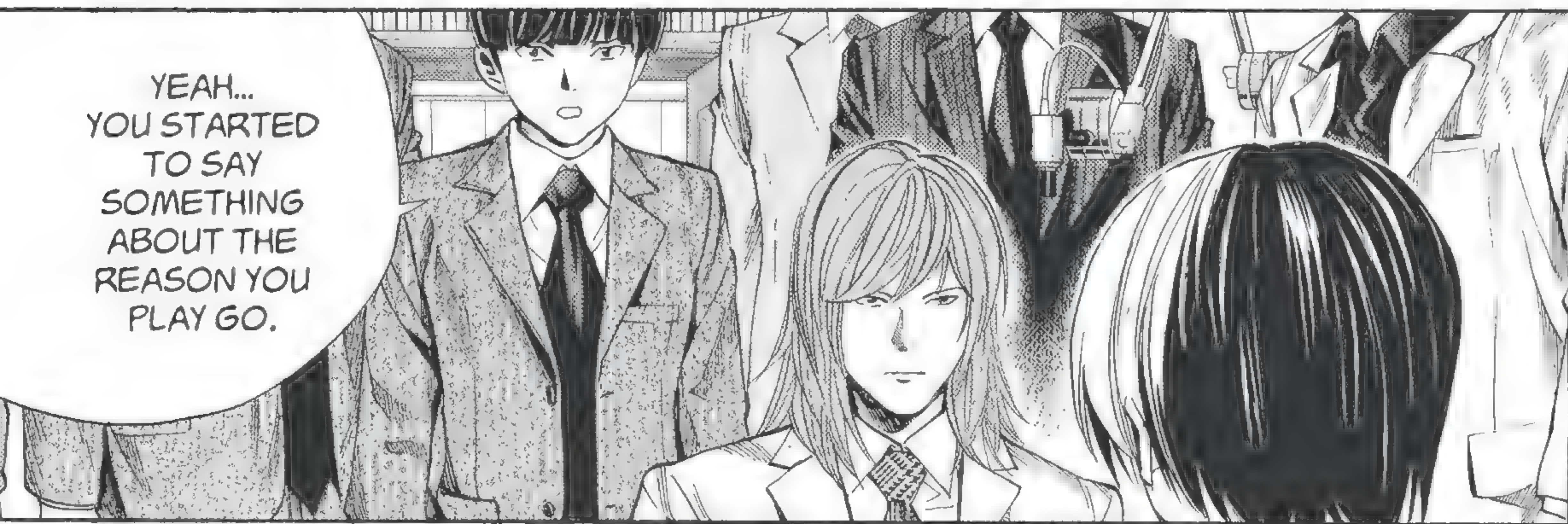
WHAT WAS
IT?



YOU STARTED TO SAY
SOMETHING BEFORE
THE GAME.



...



YEAH...
YOU STARTED
TO SAY
SOMETHING
ABOUT THE
REASON YOU
PLAY GO.



SO TELL US...
WHY DO YOU
PLAY?





...LINK THE
DISTANT
PAST...

I STARTED
PLAYING SO
I COULD...



THE REASON
IS WITHIN ME,
CLEAR AS
CAN BE.

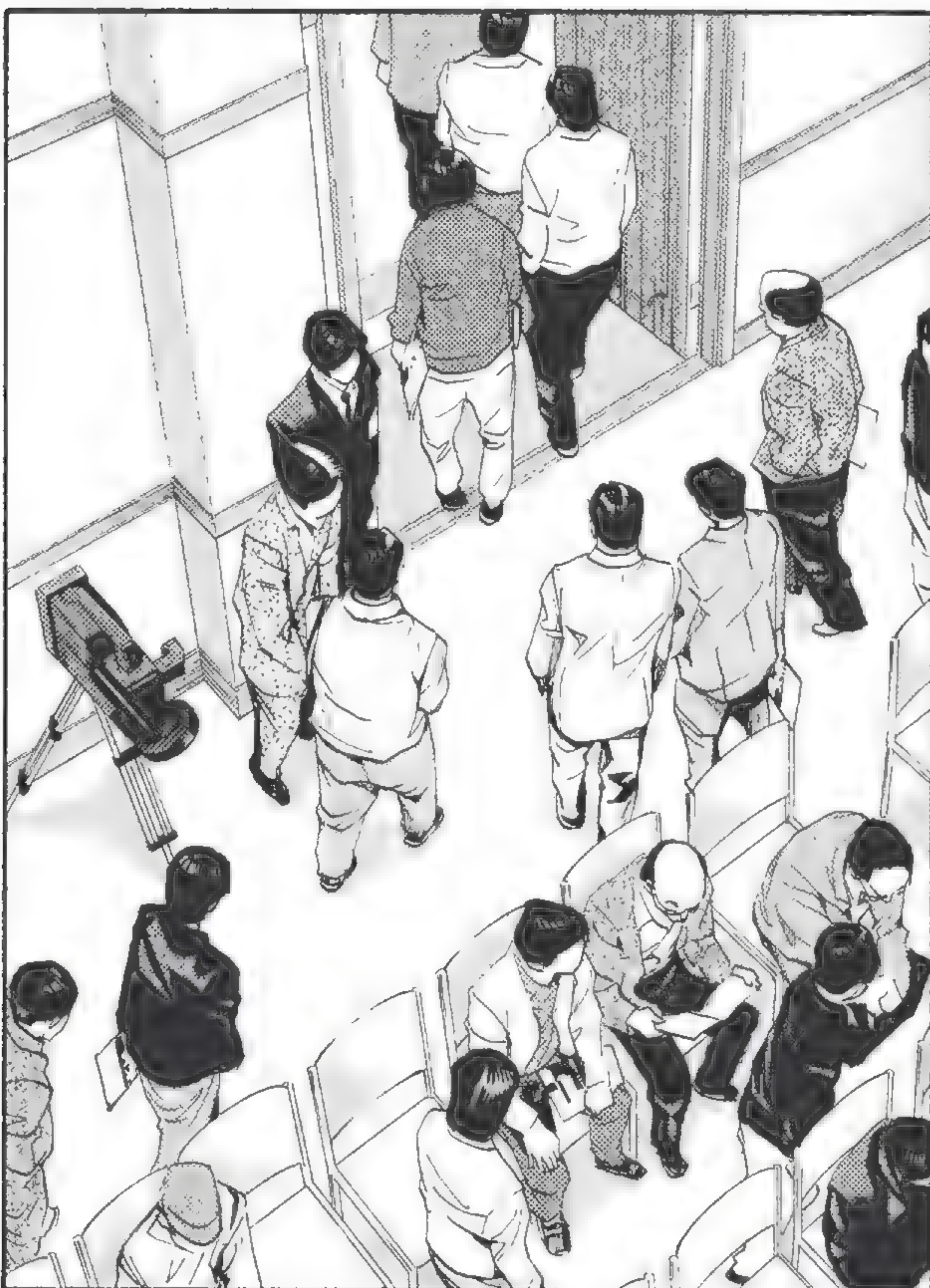


...TO THE
FAR
FUTURE!

AND THAT
WON'T CHANGE,
EVEN THOUGH
I LOST.



BUT I AM SO
MAD THAT
I LOST!

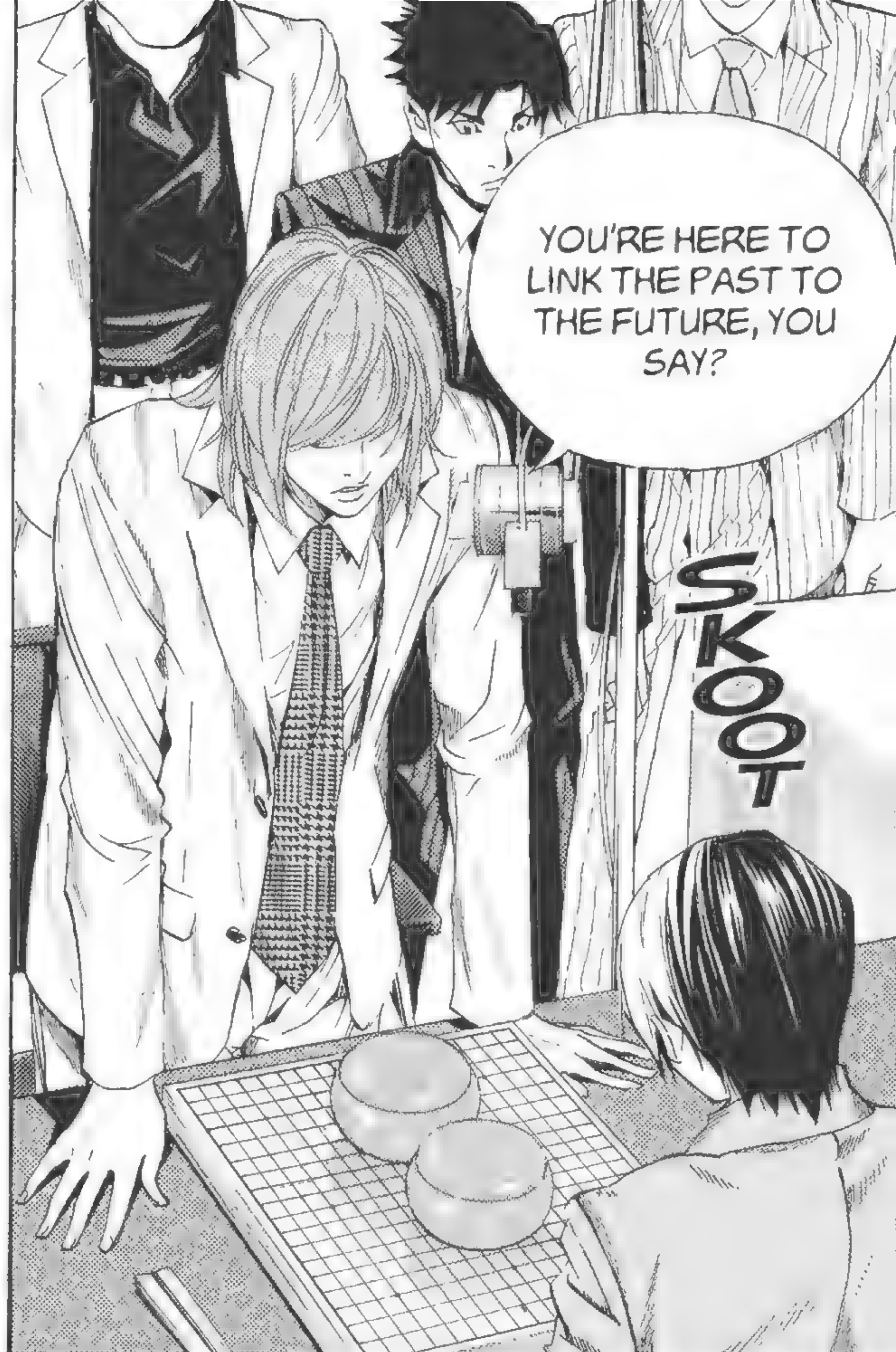


WE'D LIKE TO
BEGIN THE AWARD
CEREMONY
AS SOON AS
POSSIBLE.

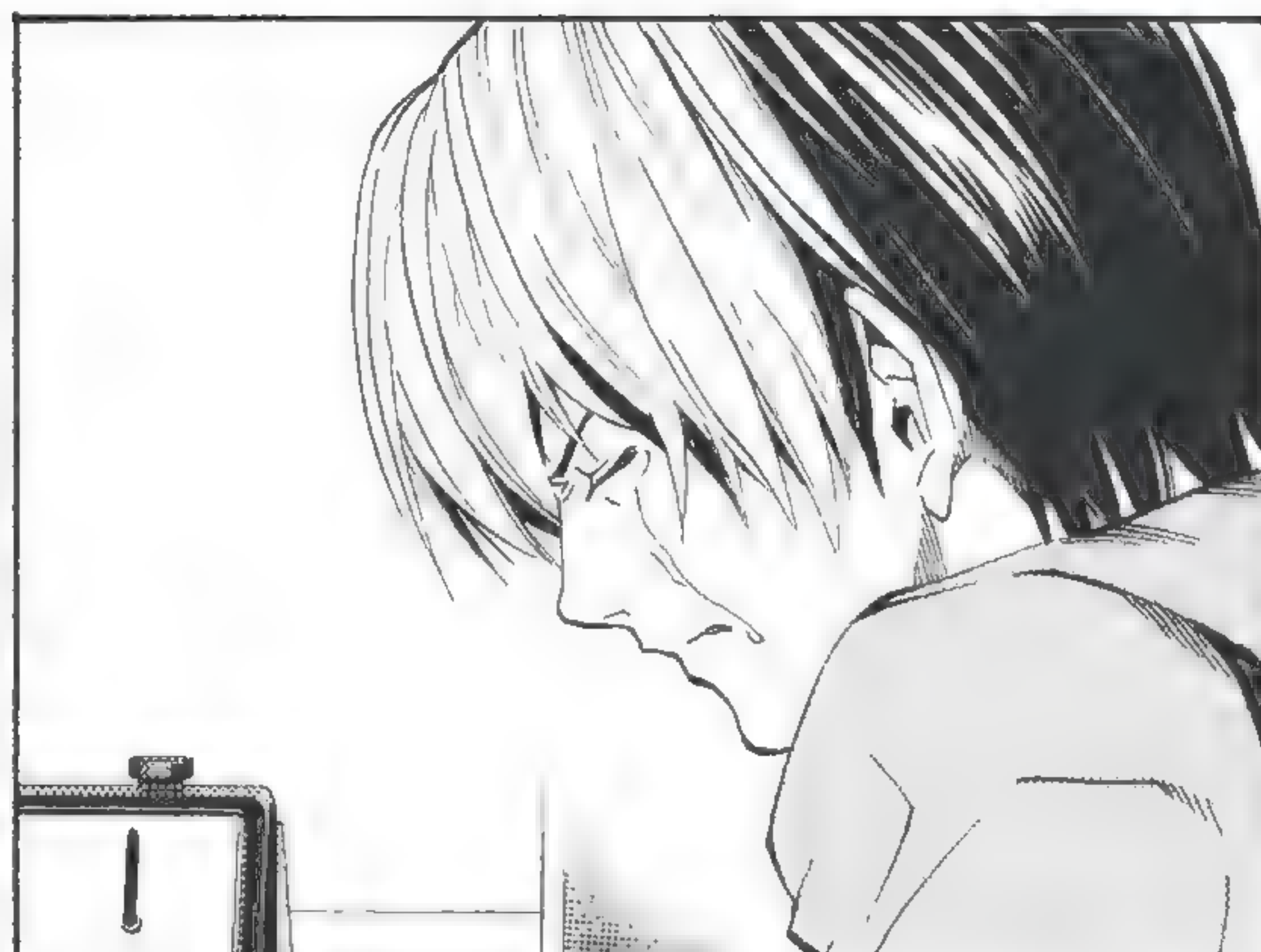


TEAM MEMBERS
AND LEADERS,
PLEASE GO TO THE
DEMONSTRATION
BOARD ROOM.









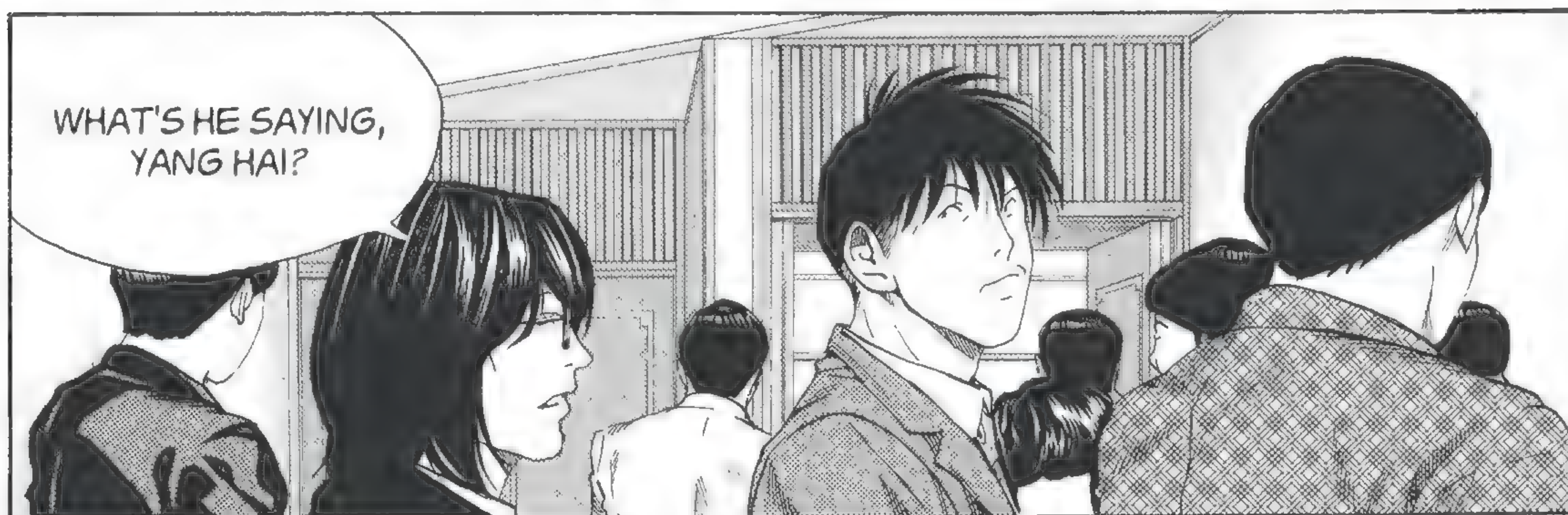


...A
NO-BRAINER.
OUR
PRESIDENT
AGREES.

DOING
ANOTHER
ONE IS, AS
THEY SAY...

AND THE KOREAN
AND CHINESE
MEDIA COVERAGE
OF IT WELL
EXCEEDED OUR
EXPECTATIONS.

THE PUBLIC
SHOWED
SURPRISING
INTEREST IN
THIS
TOURNAMENT.



WHAT'S HE SAYING,
YANG HAI?



UH...
GUYS?



YEAH,
IT'S
TIME...

NOTHING TO
CONCERN A
SOON-TO-BE OLD
GOAT OF 19.

C'MON,
LET'S GO.



AT FIRST IT
SOUNDED LIKE
HE WAS PUTTING
SHINDO DOWN
AGAIN...

...BUT THEN, IN A
BACKHANDED
WAY, HE SEEMED
TO SAY,
"WELCOME TO
THE CLUB."



REALLY?



SO WHAT THE
HECK WERE
KO YONG HA'S
PARTING WORDS?



HE SURE HAS
THE SELF-
CONFIDENCE
OF A TOP GO
PRO.

HMPH!

HE MEANT
ALL WHO'D
GONE
BEFORE?

'COURSE,
UNLIKE
SHINDO, IT
WASN'T JUST
ABOUT
SHUSAKU.



IT HAS
NOTHING TO
DO WITH
GO...

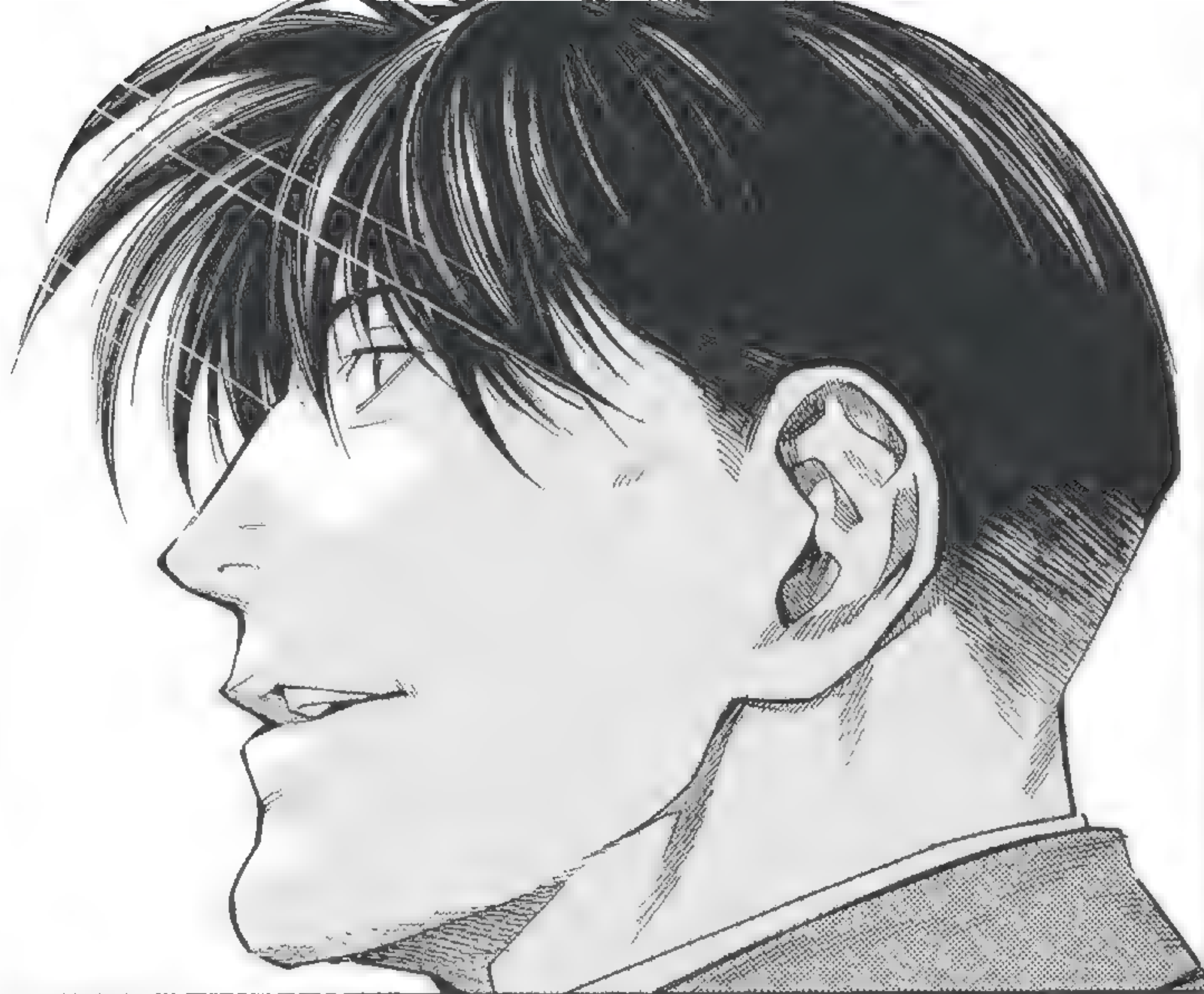
...OR WITH
NATIONALITY
OR ANYTHING
ELSE.



HE'S
STILL AN
IMMATURE
KID.

LINKING THE PAST
WITH THE FUTURE...
THAT'S SOMETHING
EVERYONE ALIVE IS
MEANT TO DO.

THE REASON
WE PLAY GO IS
SIMPLY THE
SAME AS THE
REASON WE GO
THROUGH LIFE.



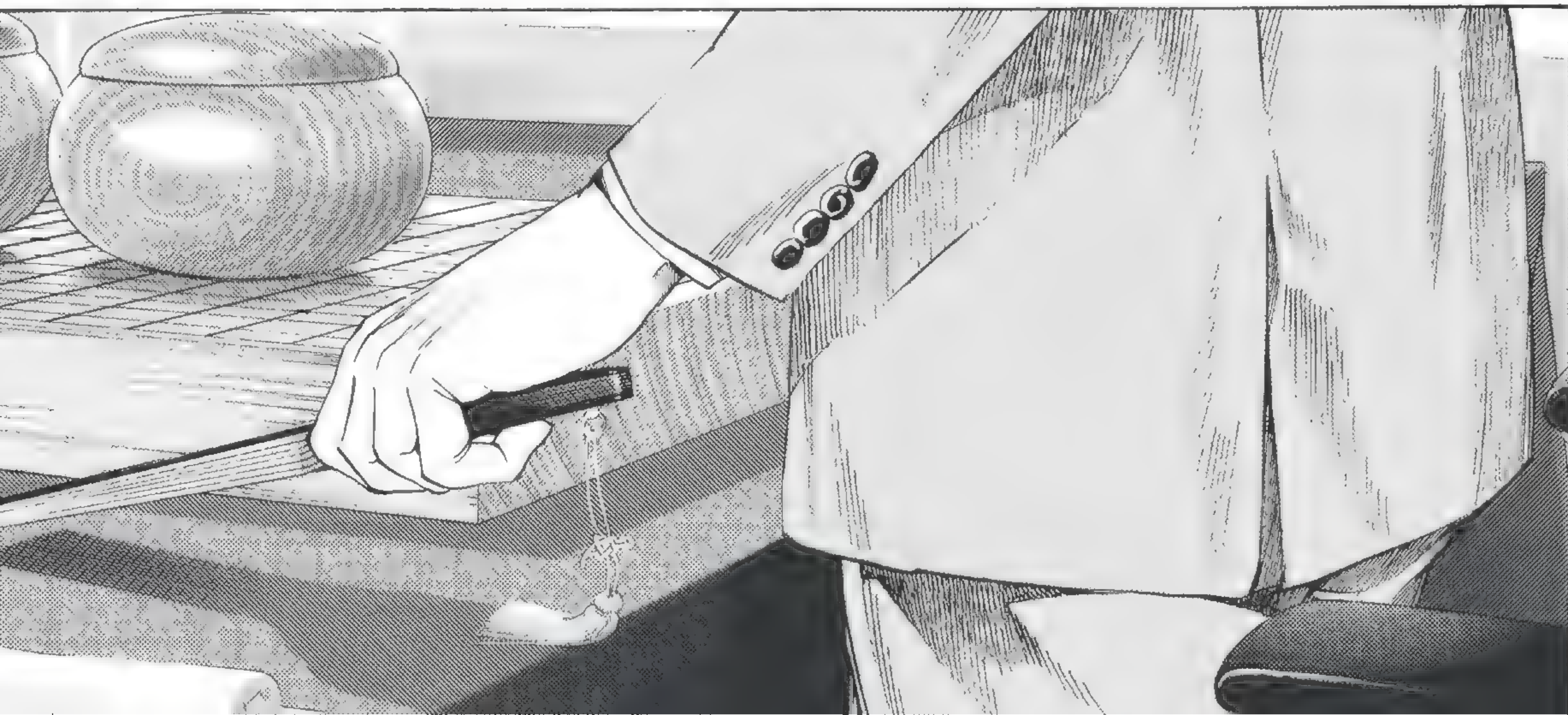
IT
DOESN'T
END HERE,
Y'KNOW.



IN FACT,
IT'S
BARELY
STARTED.



LET'S GO,
SHINDO.





DEMONSTRATION
BOARD
RECORD

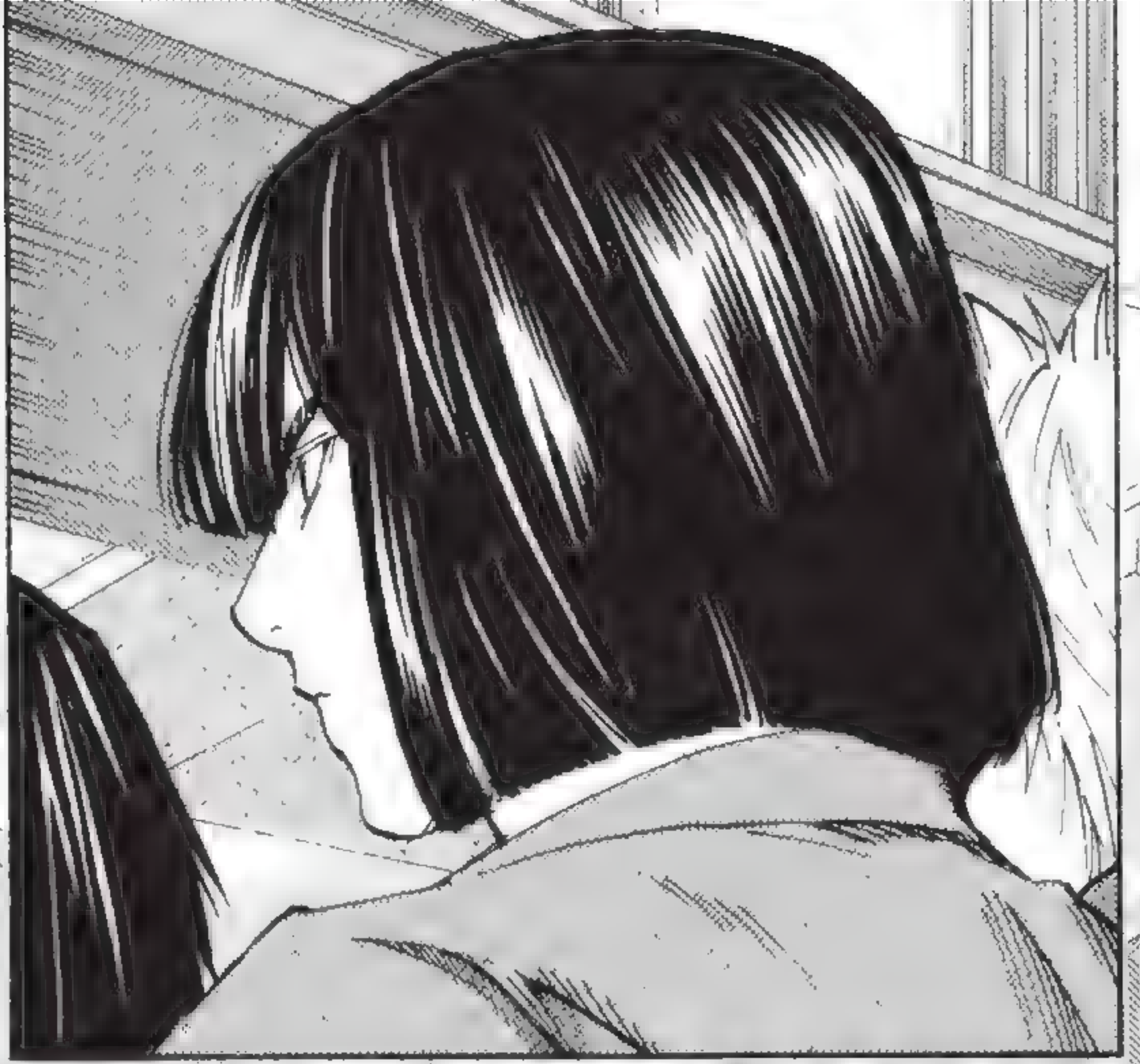
TO LINK THE
FAR PAST...

...WITH THE
FAR FUTURE.

THAT'S WHY
I'M HERE.

THAT'S
WHY...

...WE'RE
HERE...

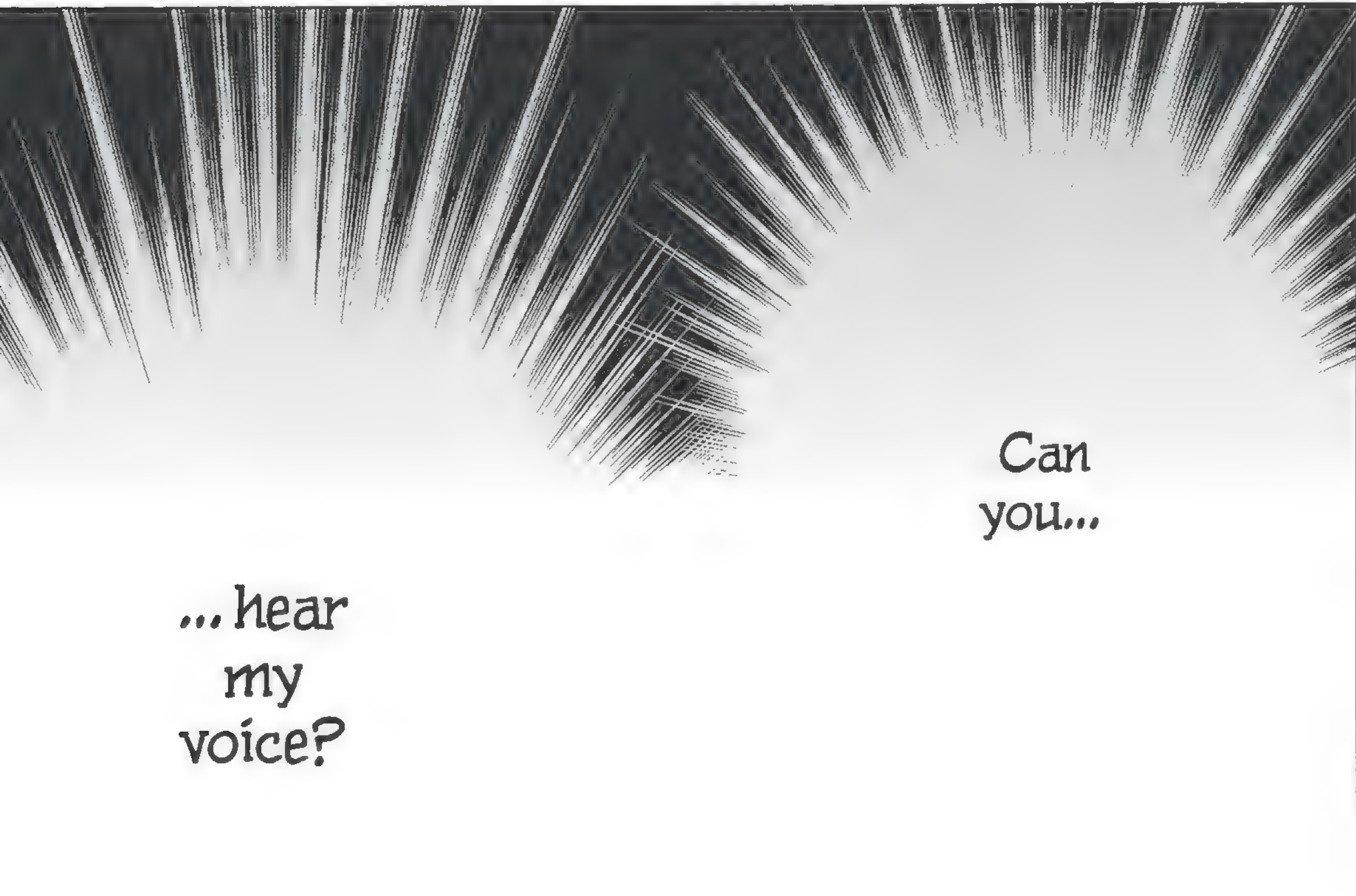
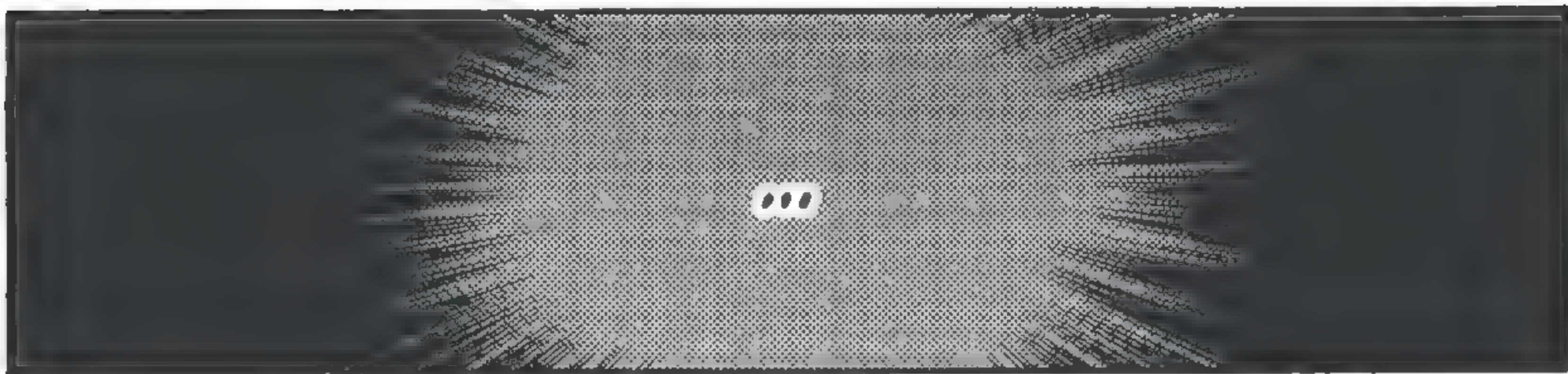
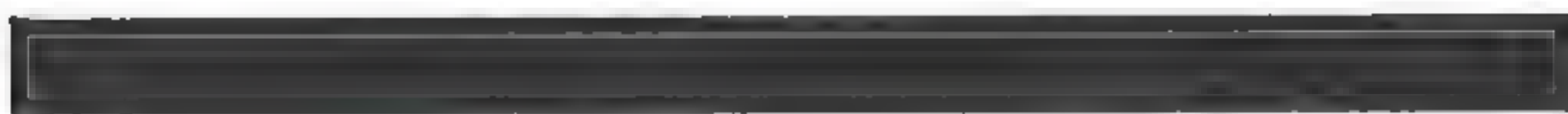


...WHY
WE'RE ALL
HERE.





AND WHY WE'LL GO ON.



THE END OF THE FIRST HOKUTO CUP

I'VE BEEN
HOLDING BACK,
THINKING,
"DON'T ASK FOR
PERSONAL
FAVORS WHILE
WORKING ON A
MANGA."

I'VE WANTED
AN ORIGINAL
DRAWING BY
OBATA SENSEI
FOR A LONG
TIME.

HIKARU NO GO STORYBOARDS

58

YUMI
HOTTA



BUT...I WANT
A LARGE
DRAWING
TOO!

...and that's how
I came to have it.
It's so cool that
it's on a go stone.
Very appropriate.

Obata Sensei made a
mistake when drawing
the characters requested
by the three winning
applicants...



This stone
was a gift
item for a
certain
Jump
promotion.

A WHILE
BACK HE
DID GIVE
ME A GO
STONE WITH
SAI DRAWN
ON IT.

Okay.
Who do you
want?



Sketch-
book



Once Hikaru No
Go has ended
and you have
some time...
could you...

Um...

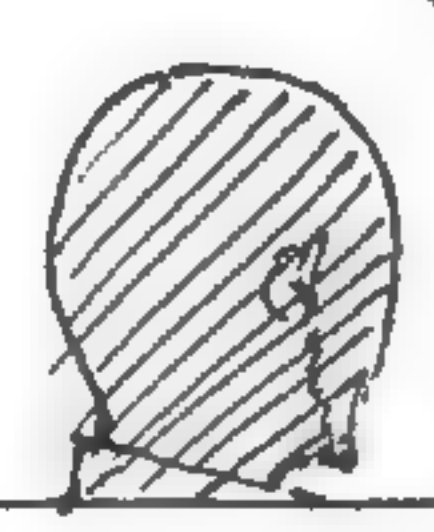
...SINCE I ONLY
SEE OBATA
SENSEI TWO
OR THREE
TIMES A YEAR,
I FINALLY
ASKED HIM
FOR THE
FAVOR!

AND SO, AT
THE NEW
YEAR'S
PARTY JUST
THREE
MONTHS
BEFORE WE
DID THE
FINAL
CHAPTER...

SORRY! ...I'M HOPING
THAT MAYBE
AS A BONUS
HE'LL THROW
IN THE
THREE MAIN
CHARACTERS
TOO.
(LAUGHTER.)

THAT'S
HOW I
REPLIED
BUT...

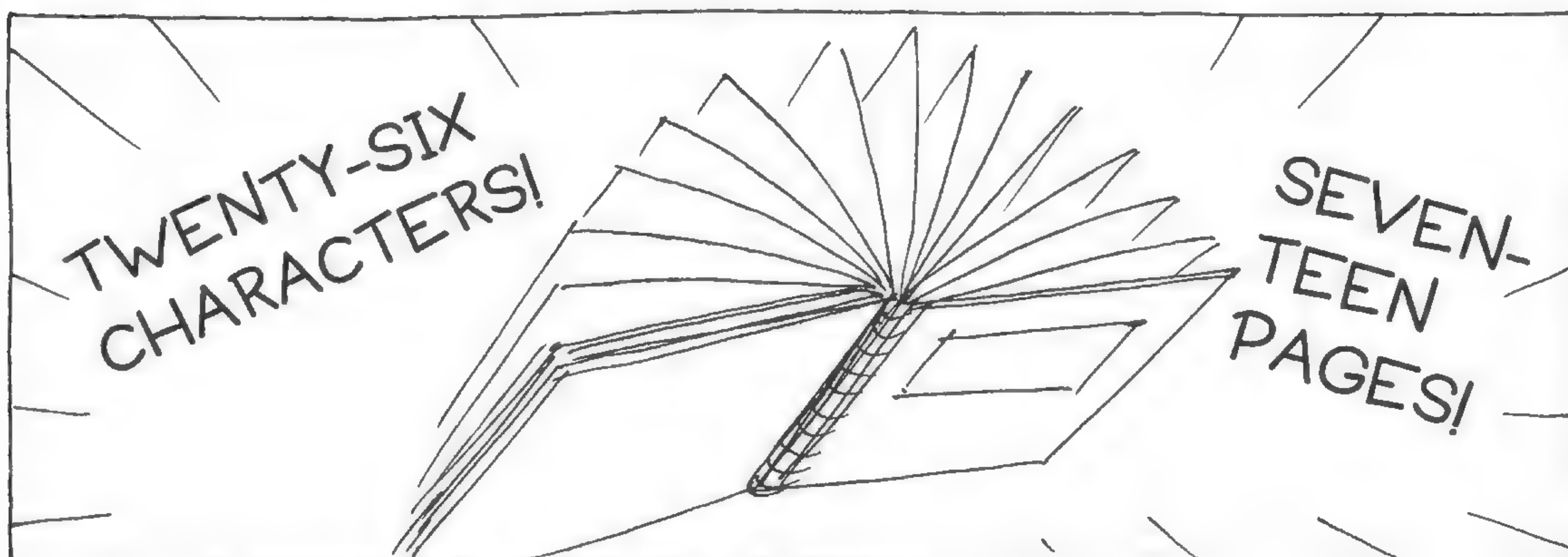
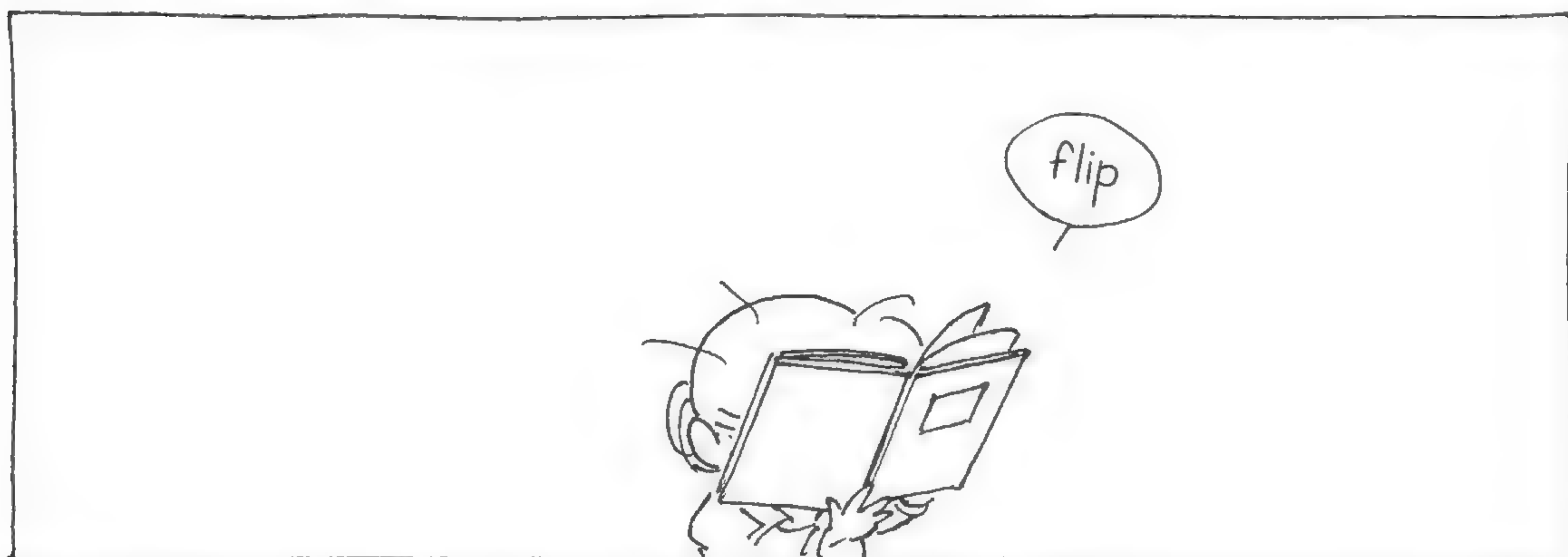
...I think I'd like
Isumi looking a
little sharper
after a new
haircut.



Mitani, ten years
from now, or
Ogata, ten years
ago, would be
fun, but...



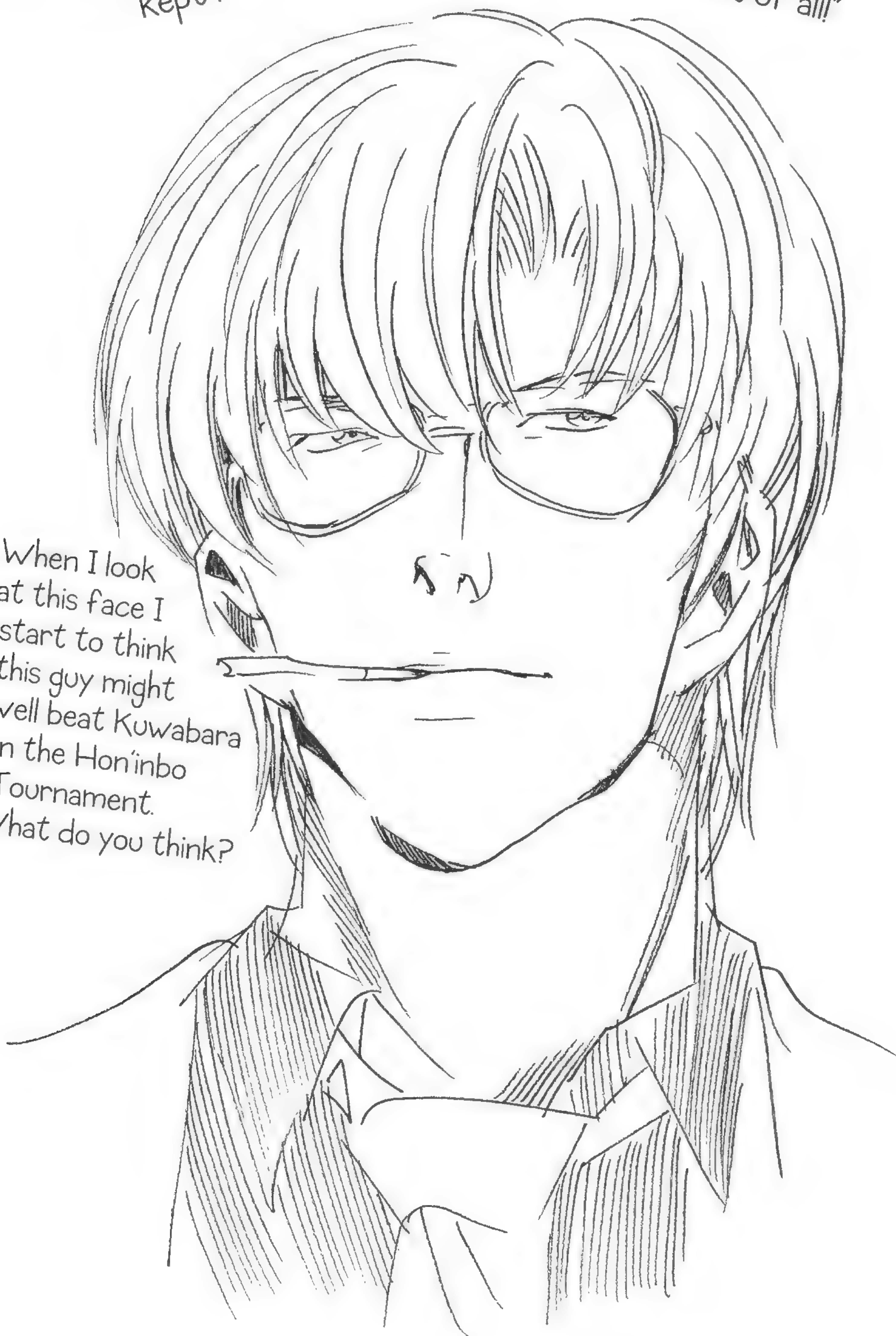
HE
ASKED
FOR MY
REQUEST.



—A FEW ILLUSTRATIONS FROM THAT SKETCHBOOK—

Of the illustrations in the sketchbook, this one of Ogata kept me thinking, "H-he's the handsomest of all!"

When I look
at this face I
start to think
this guy might
well beat Kuwabara
in the Hon'inbo
Tournament.
What do you think?



Ogata is the handsomest!
...is what I just said, but...
In this one **Ko Yong Ha**
is also way cute!



At first
I was
surprised
to see the
visual
depiction of
Ko Yong Ha.

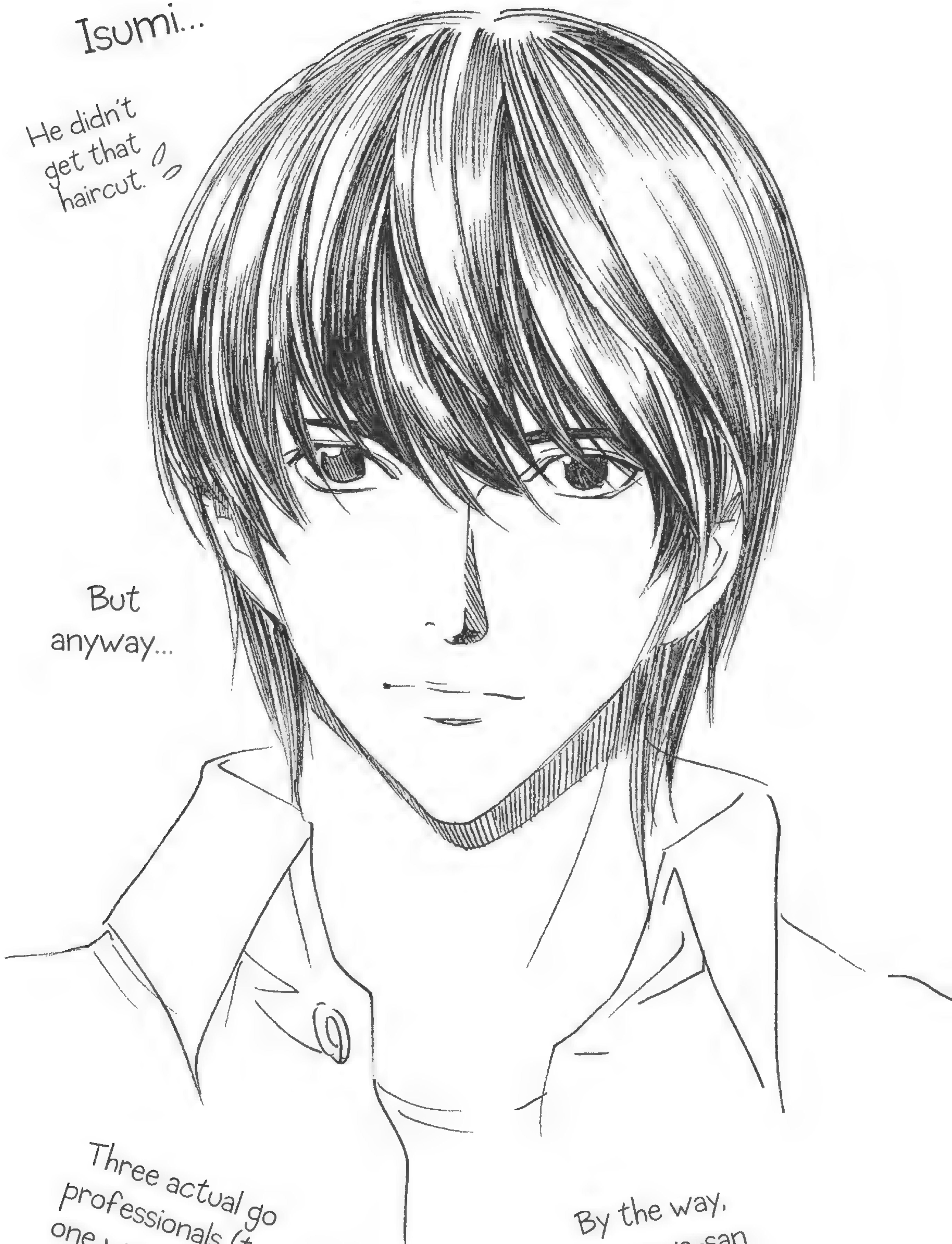
"So tall... and
he's only 16!
Yowza!"

The thoughts of Miss Aikawa
of Hokuto Communication
Systems were pretty
much mine too.

Isumi...

He didn't
get that
haircut. ♪

But
anyway...



Three actual go
professionals (two men,
one woman) cited Isumi
when asked who they
liked in Hikaru No Go.

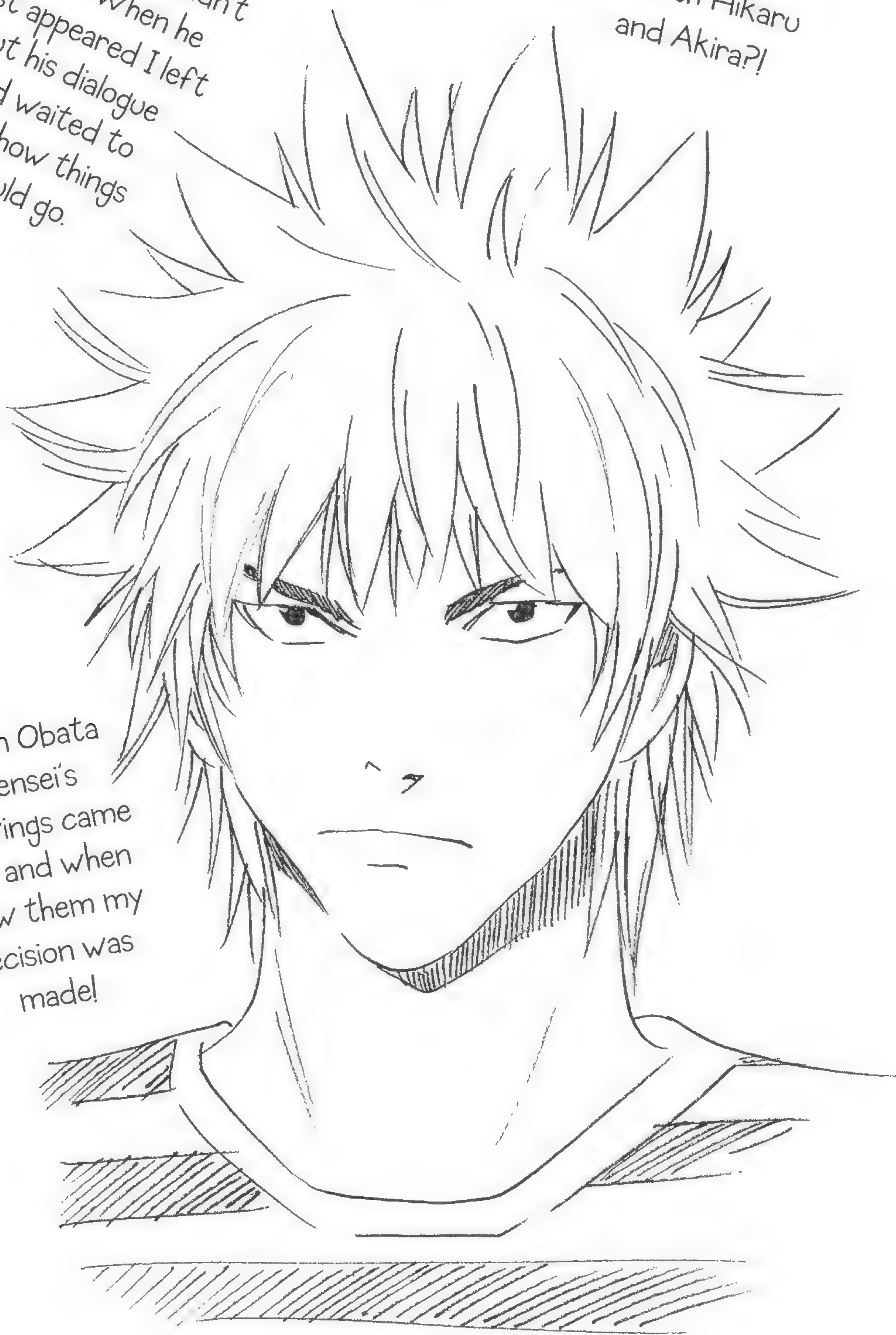
By the way,
Umezawa-san
apparently said,
"I like Hikaru!"

While thinking about the
characters' personalities, **Yashiro**
turned out to be a tough one.

I thought and
thought but couldn't
decide. When he
first appeared I left
out his dialogue
and waited to
see how things
would go.

What sort of guy would be
able to hang out with Hikaru
and Akira?!

Then Obata
Sensei's
drawings came
out, and when
I saw them my
decision was
made!





Playful, pretty
and cool...with an
occasional flash
of ferocity.

That's **Sai**.

When he
appeared in
Hikaru's dream
he had a gentle
expression on
his face, but in
this sketch-
book drawing
I still see
plenty of his
impishness.

For Hikaru, Sai was like a friend, a teacher, a father
figure, a mother figure, a brother and a pet. (Laughter.)
I bet Hikaru felt an enormous sense
of loss when Sai disappeared.

Akira Toya...

The Akira I first drew was
a typical good student type.

After that we had
Wild Toya and
The Illusive Toya.
Obata Sensei
nixed them.

Then
finally...
the birth of
Bobbed-
Hair Toya!

Ah, thank you
for coming into
this world.
This hairstyle is so
very Akira!

I hear Obata Sensei
himself drew the
details of the hair's
glossy sheen.



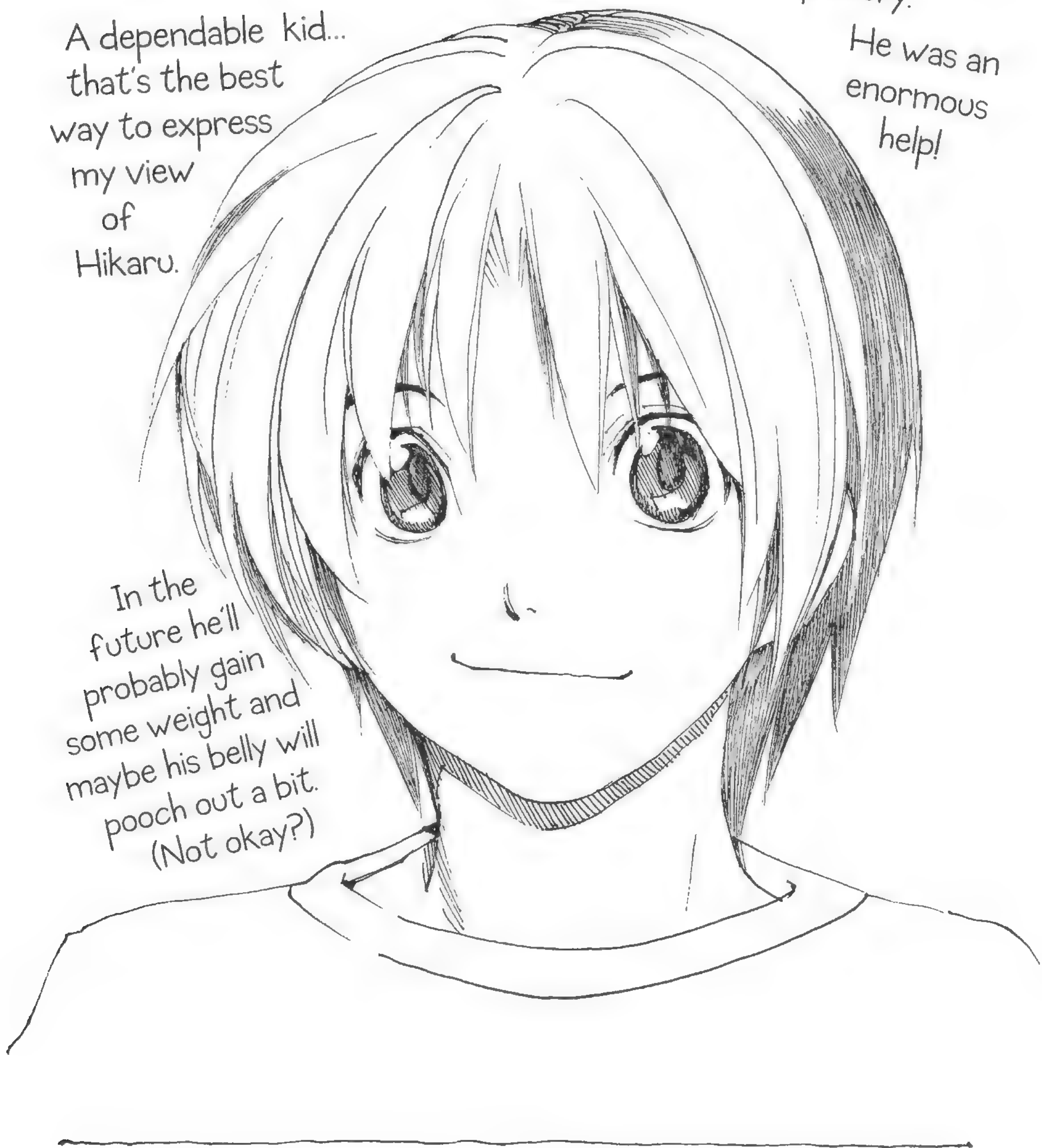
And Hikaru...

Hikaru pulled me through the Sai story
and the Hokuto Cup story.

He was an
enormous
help!

A dependable kid...
that's the best
way to express
my view
of
Hikaru.

In the
future he'll
probably gain
some weight and
maybe his belly will
pooch out a bit.
(Not okay?)

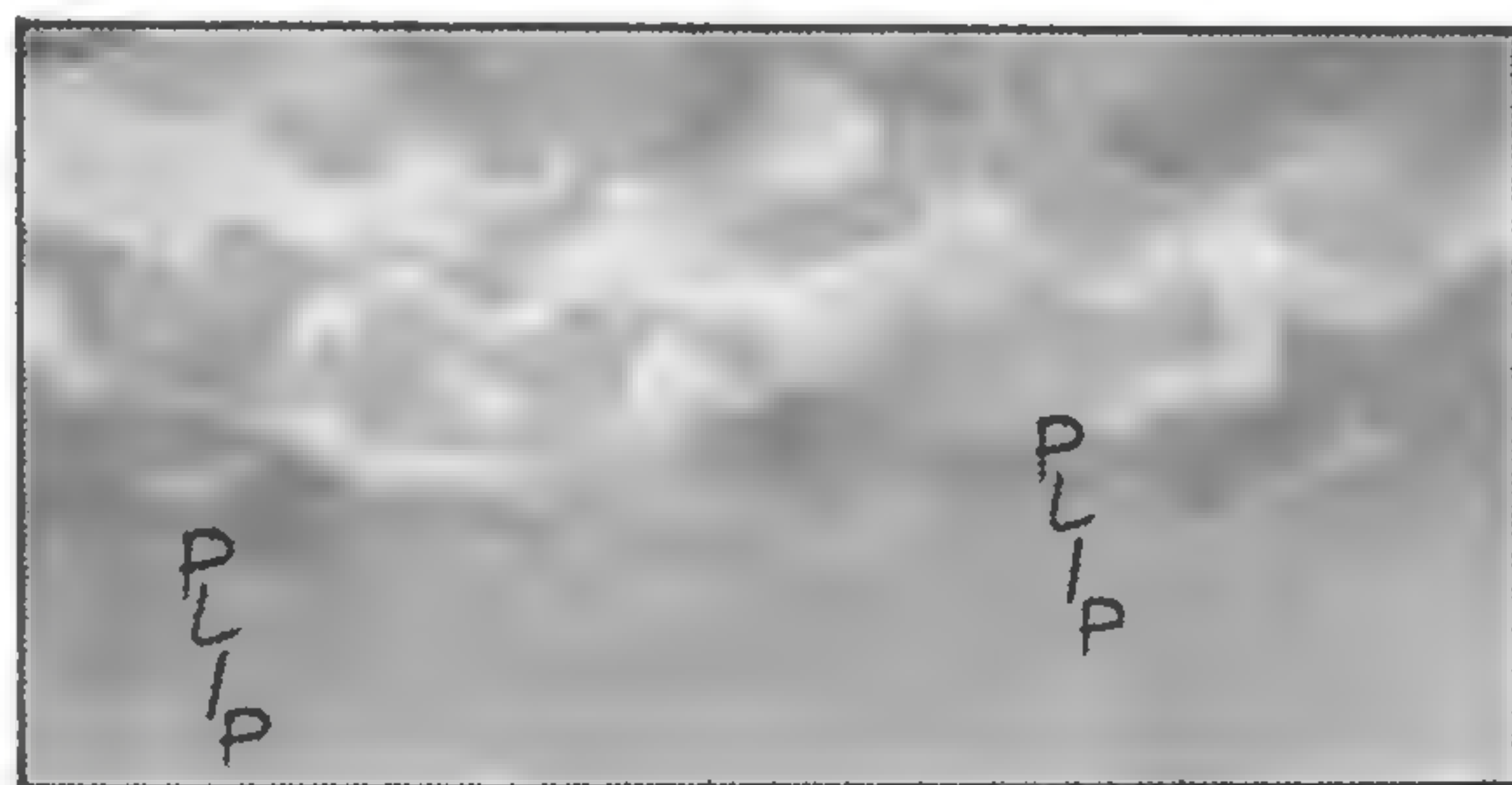
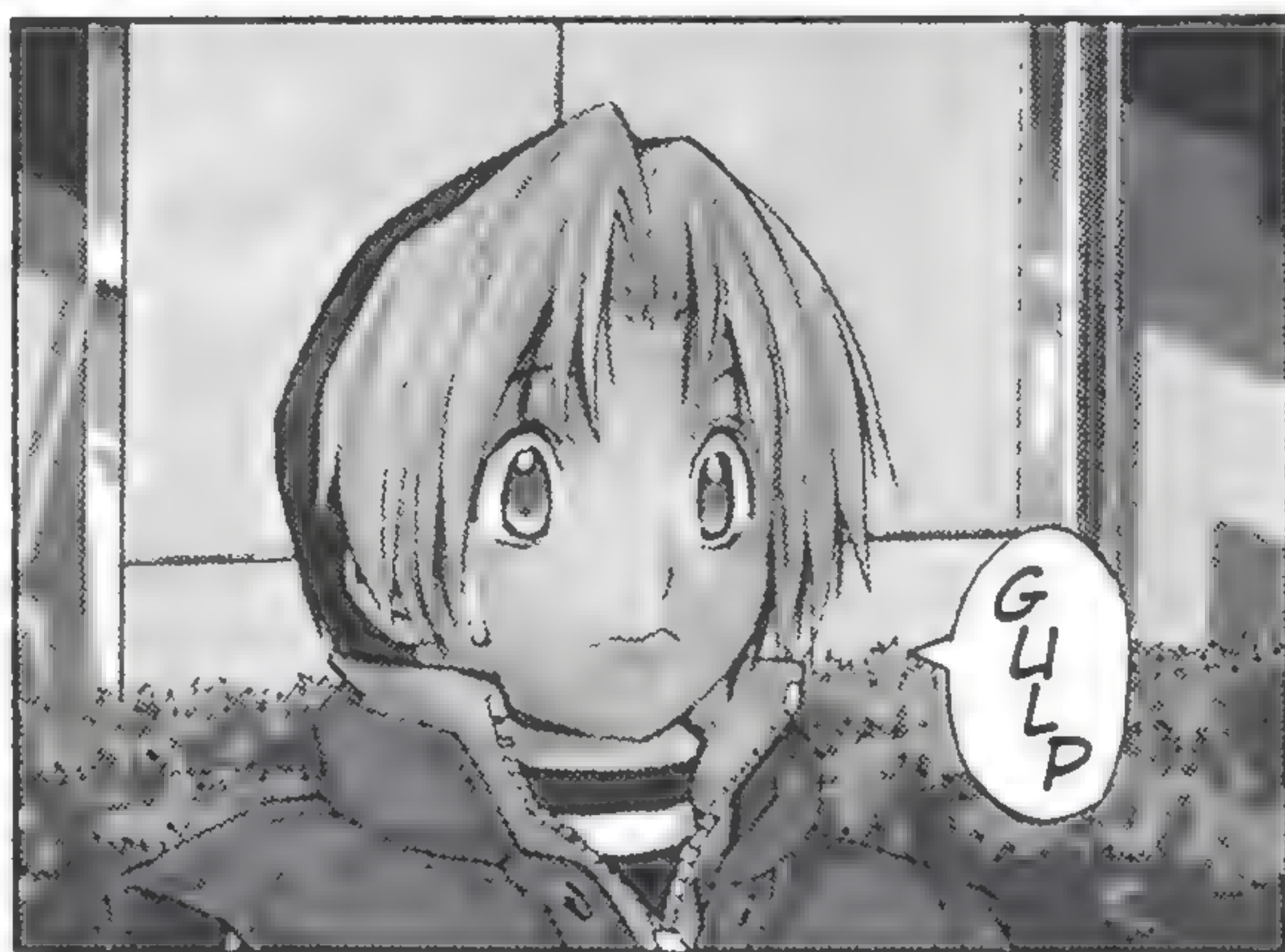


We've come to the end. Obata Sensei and I would
like to offer a final word to all of you readers...

Thank you for your long-time support.



BONUS STORY ① "Fujiwara no Sai vs. Akira Toya"

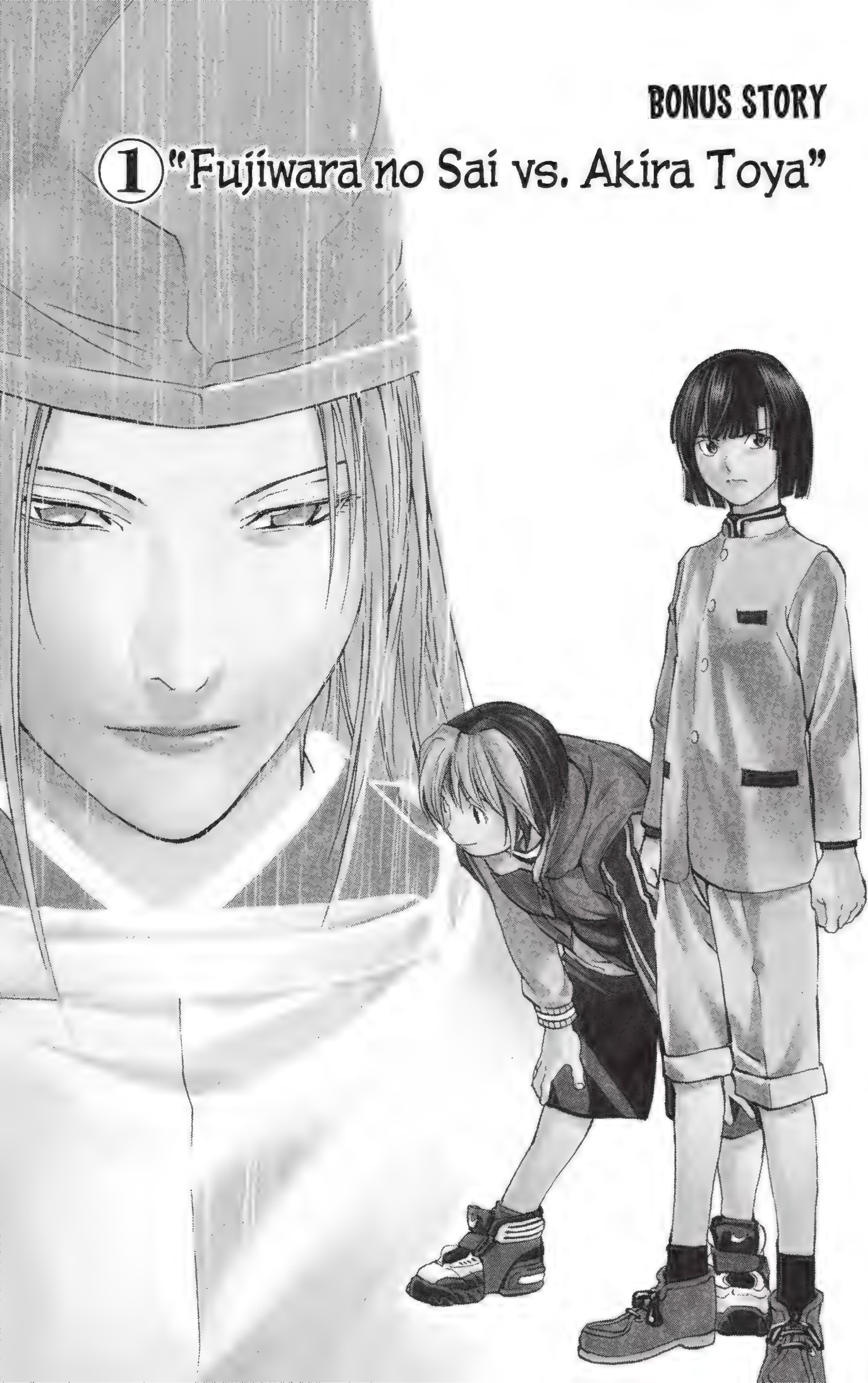


We must
be deeply
connected
somehow.

Another chance
to play against
this boy...

BONUS STORY

① "Fujiwara no Sai vs. Akira Toya"





It was
about half
a month ago
that my deep
attachment
to go
awakened
me to the
present
world and
gave me...



...and when
it finally
arrived, it was
against this
boy.

I had to
wait for a
chance to
play...



My host,
however, has
no knowledge
or interest
in it.

...a glimpse
into the
current state
of the game.



I saw his strength during that match.



Though the same age as Hikaru, he's quite impressive.



Hikaru, on the other hand, barely knows how to hold a stone properly!



At least I get to play go again!

But there's no use dwelling on it.



SAI?

Sigh...
If only I'd awakened within that other boy.

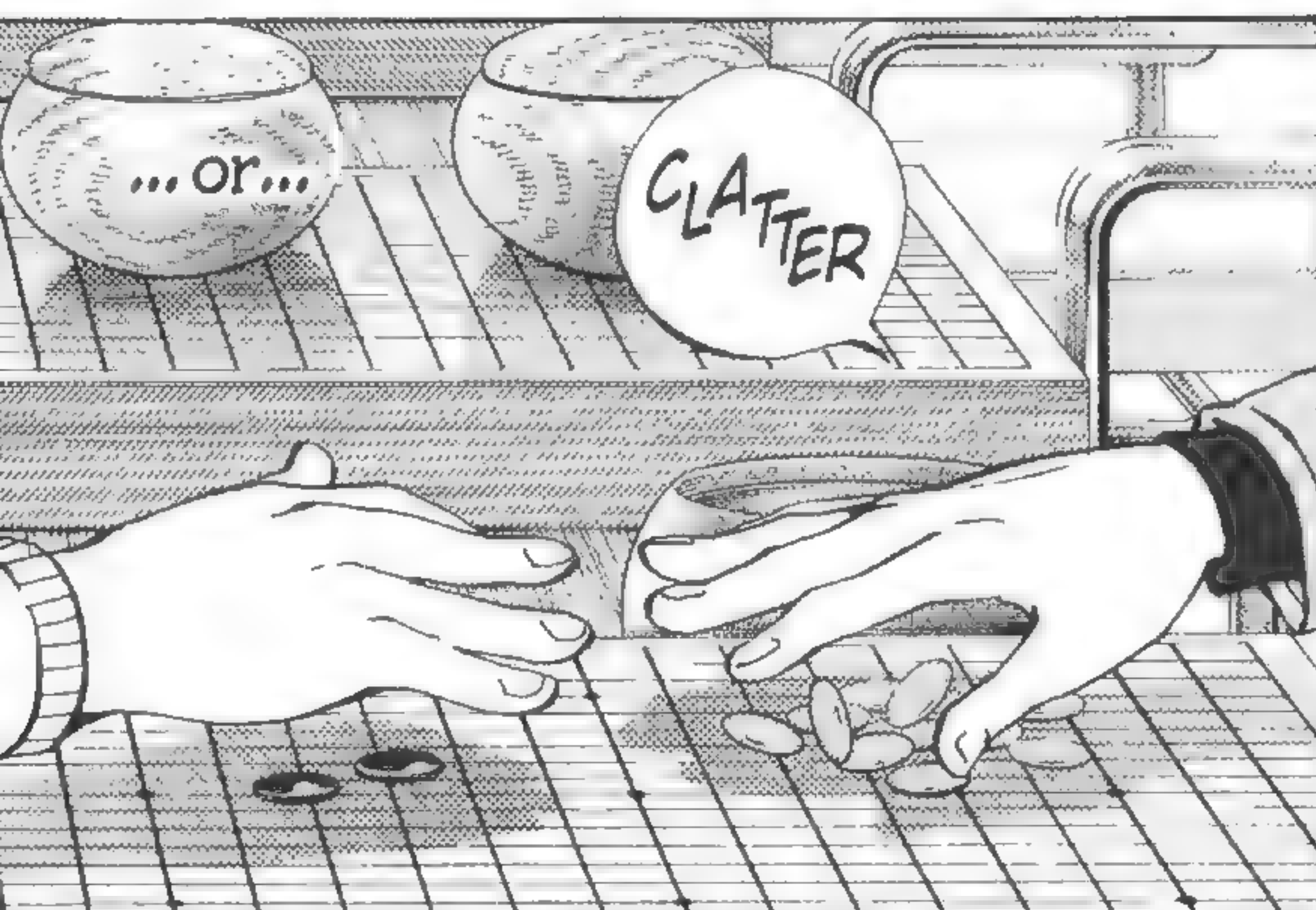






...in a close game ...

Shall I blunt his fangs...



... or ...

CLATTER

...but right now he's baring his fangs at me.

This child has such clear eyes and a promising future...



That's new!

A SORT OF HANDICAP. BLACK HAS THE ADVANTAGE OF GOING FIRST SO WHITE GETS FIVE AND A HALF POINTS TO START.

IN OTHER WORDS, IF WE EACH END UP WITH 50 POINTS ON THE BOARD, THEN WHITE WINS DUE TO KOMI.



I GOT IT! SO I'M BLACK!

TWO, FOUR, SIX... TWELVE. EVEN.



Komi?

KOMI?

KOMI IS FIVE AND A HALF POINTS.







...but I
can't help
being
excited!

For me
this is not
a serious
game...

HE'S
TAKING SO
LONG...



Heh...
so deter-
mined...

Ponder-
ing his
first
move...



KLAK



KCH
K



KTUNK



Lower right
corner,
komoku.

15-3!

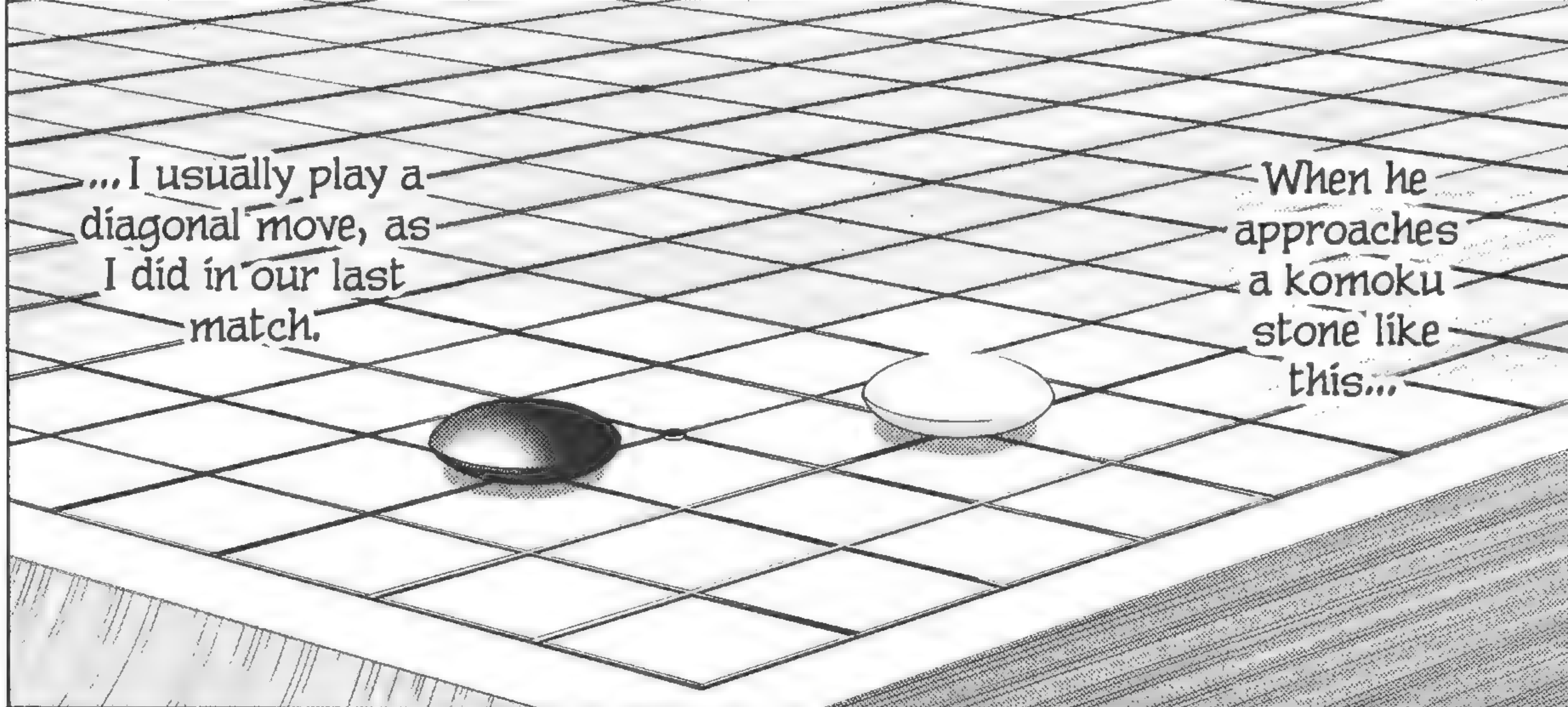
KTUNK

KCHK

K
LAK

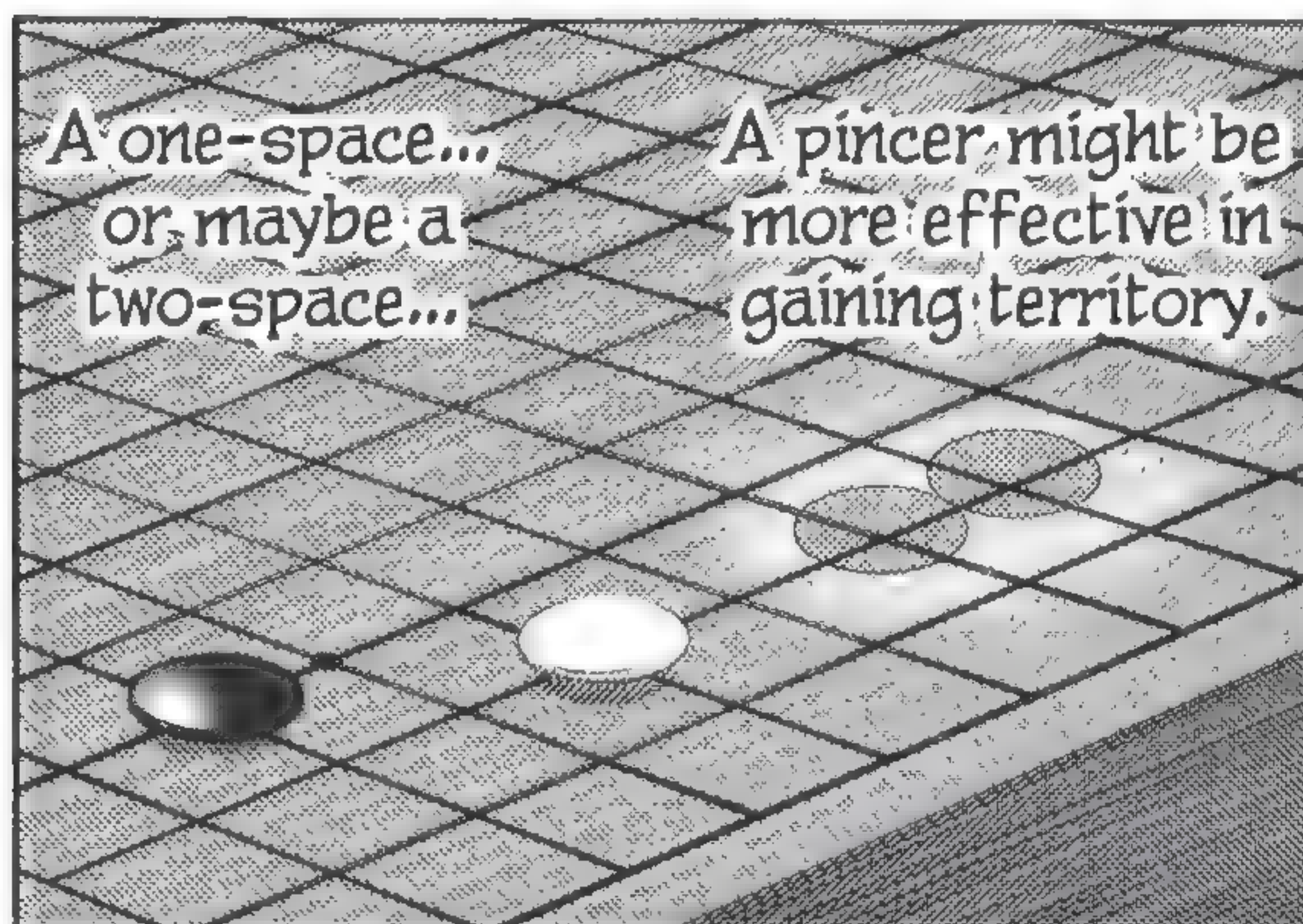
Hmm...

K
LAK



...I usually play a diagonal move, as I did in our last match.

When he approaches a komoku stone like this...



A one-space... or, maybe a two-space...

A pincer might be more effective in gaining territory.

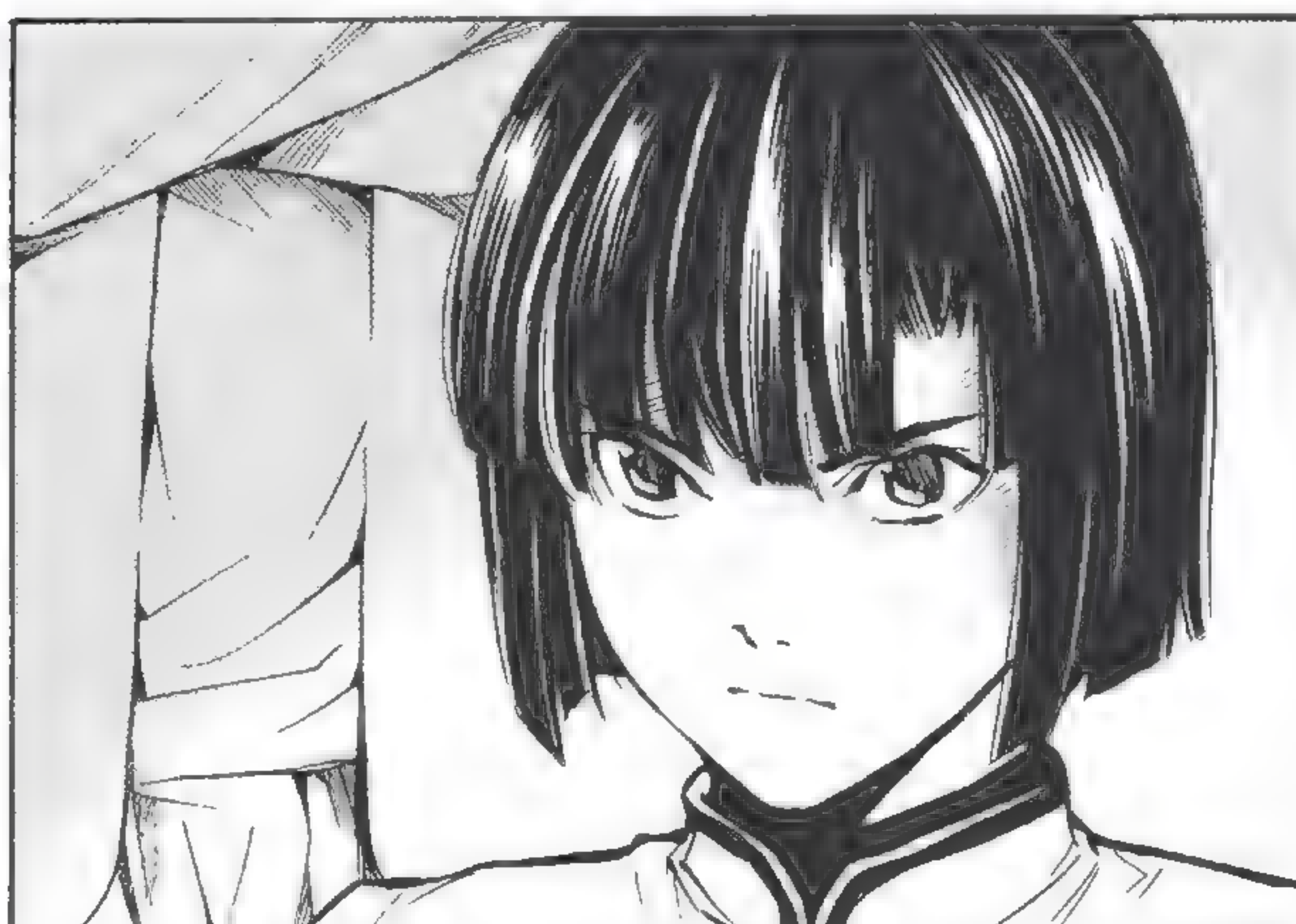


...that move may not be strong enough.

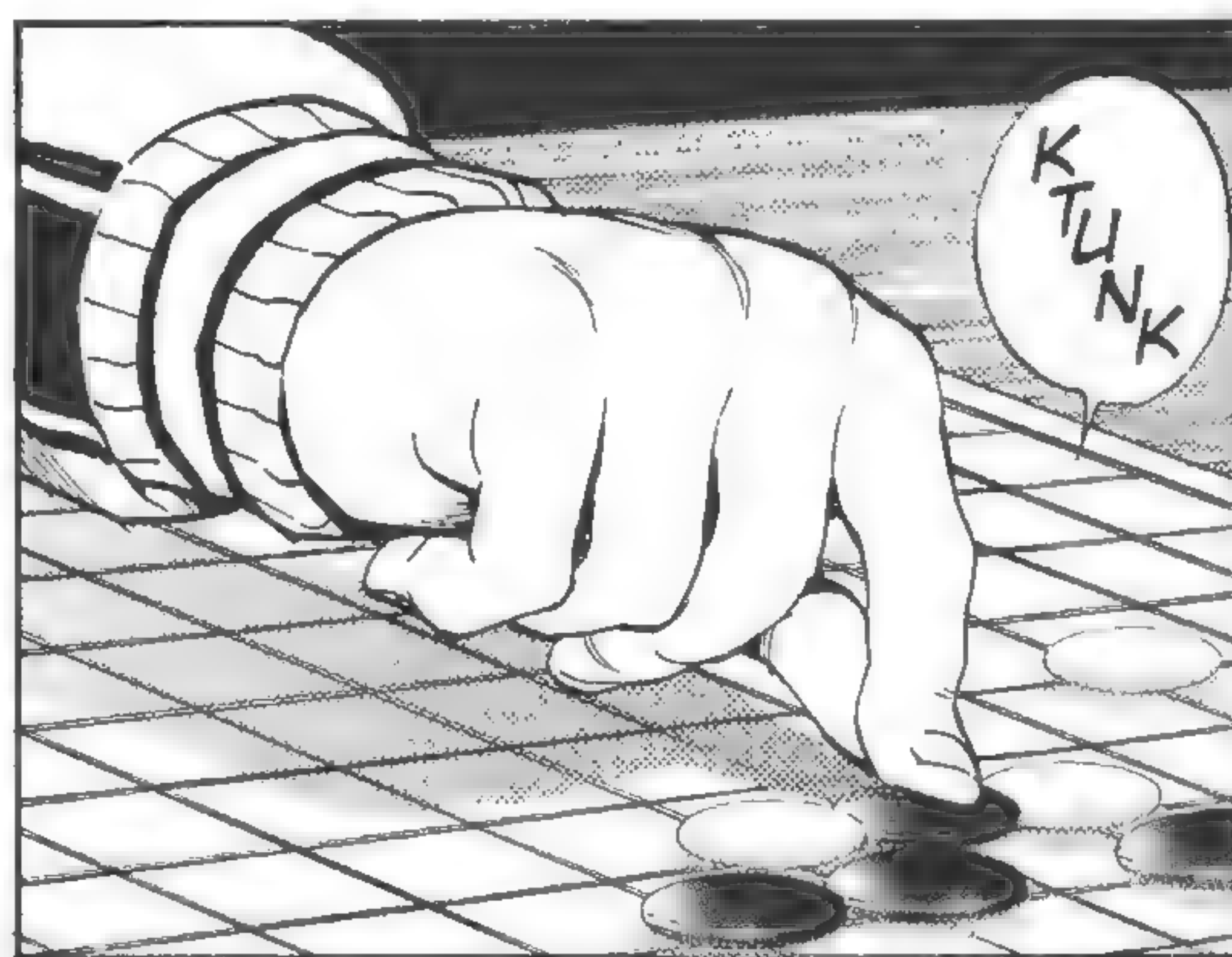
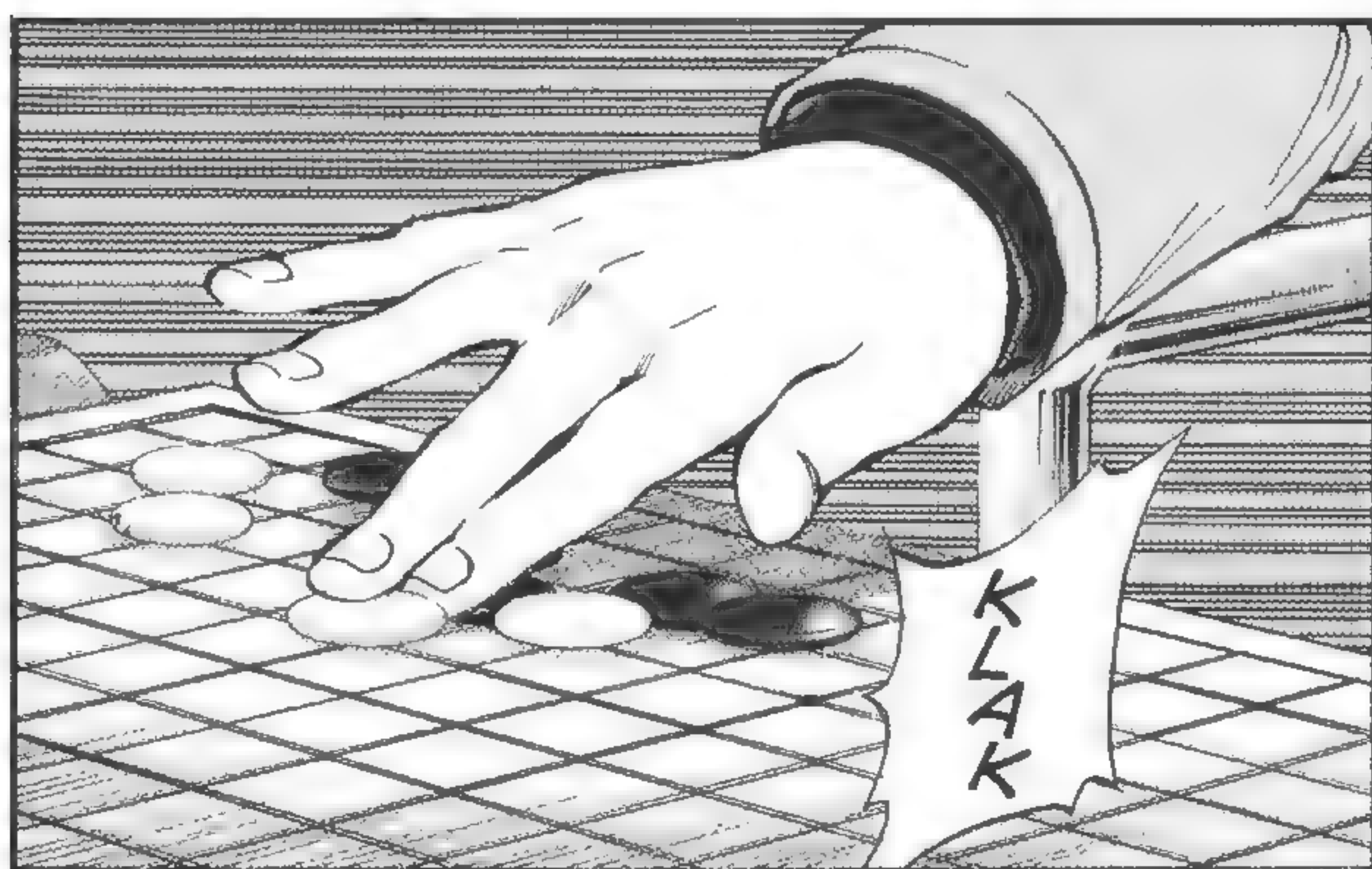
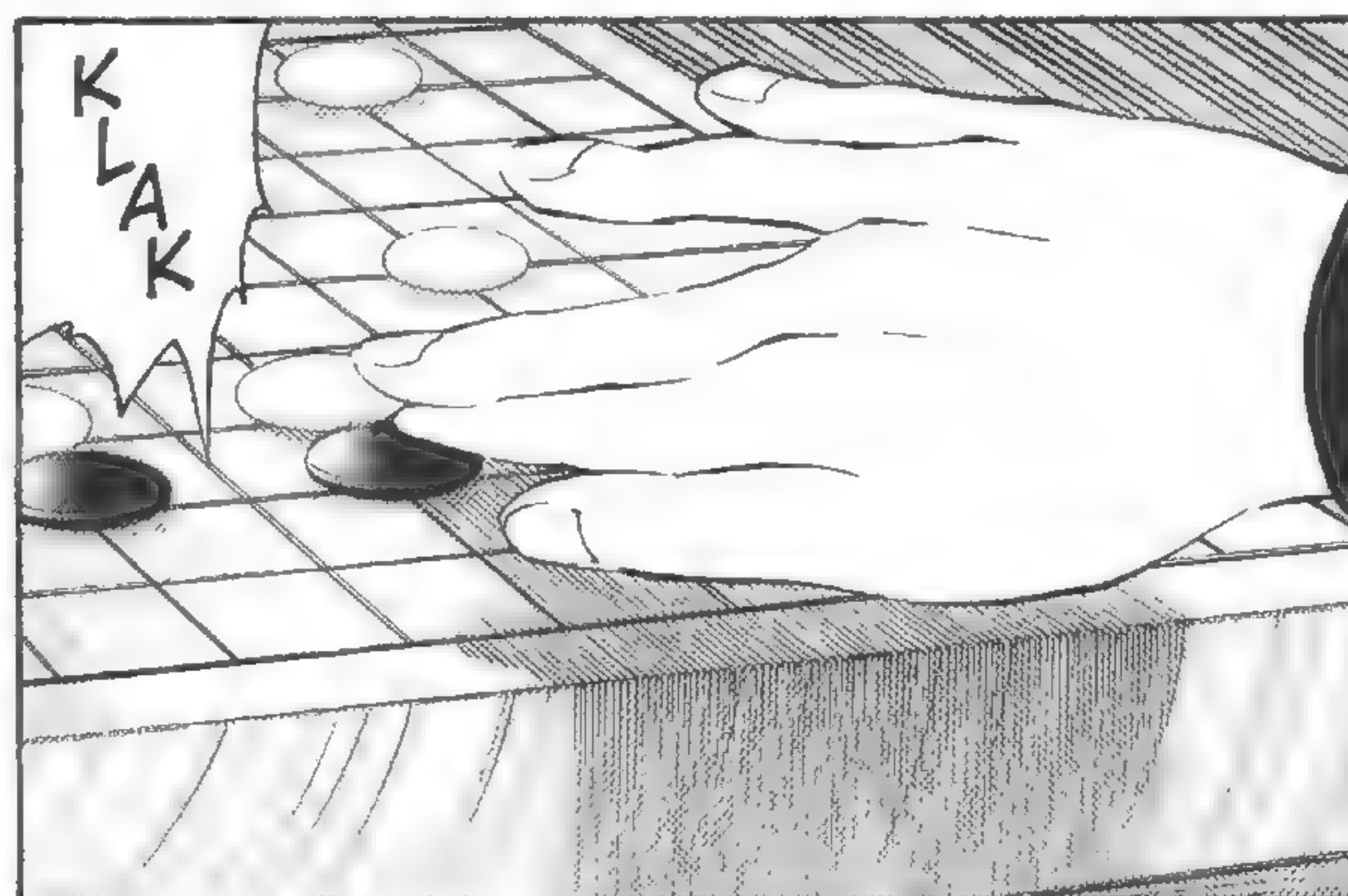
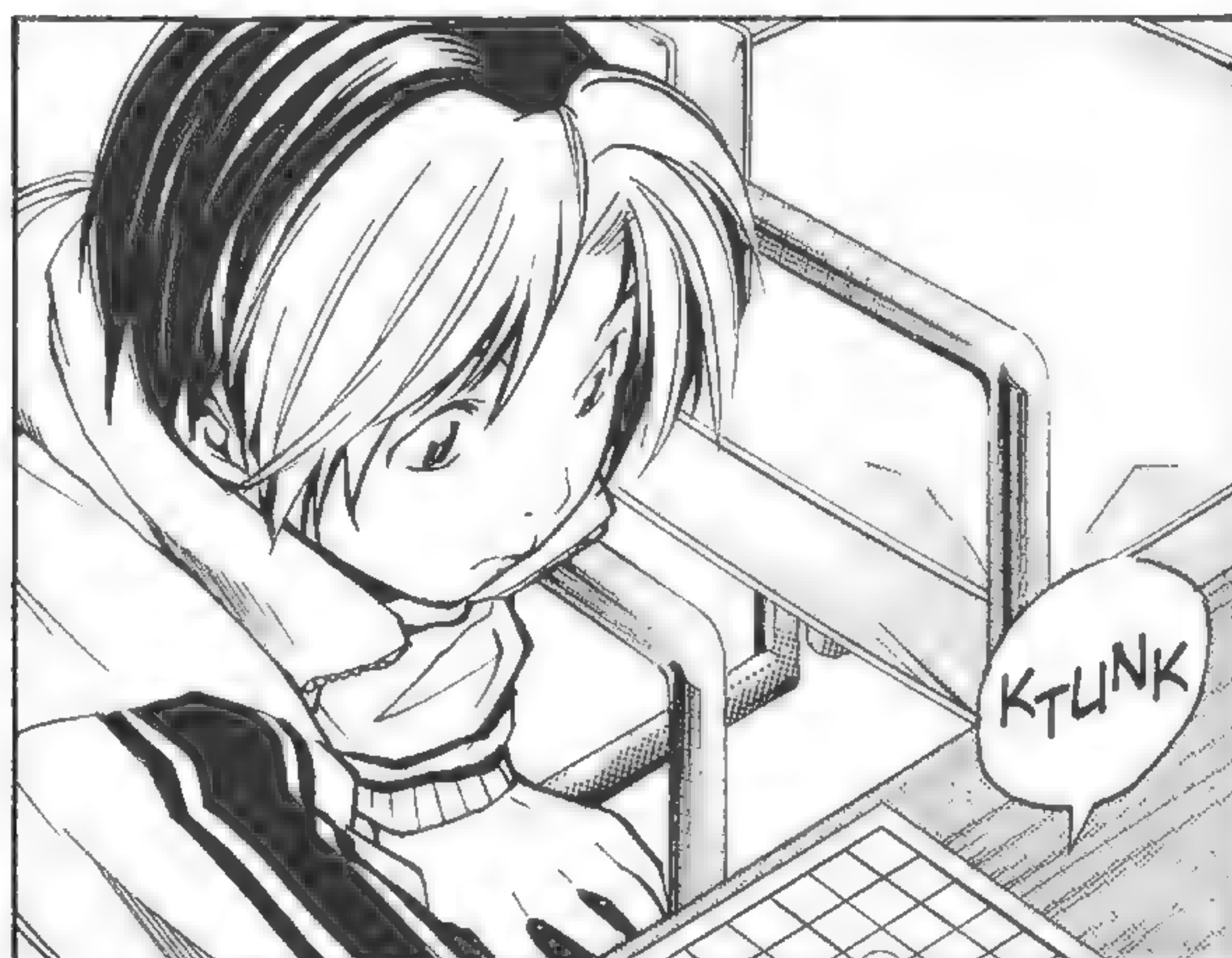
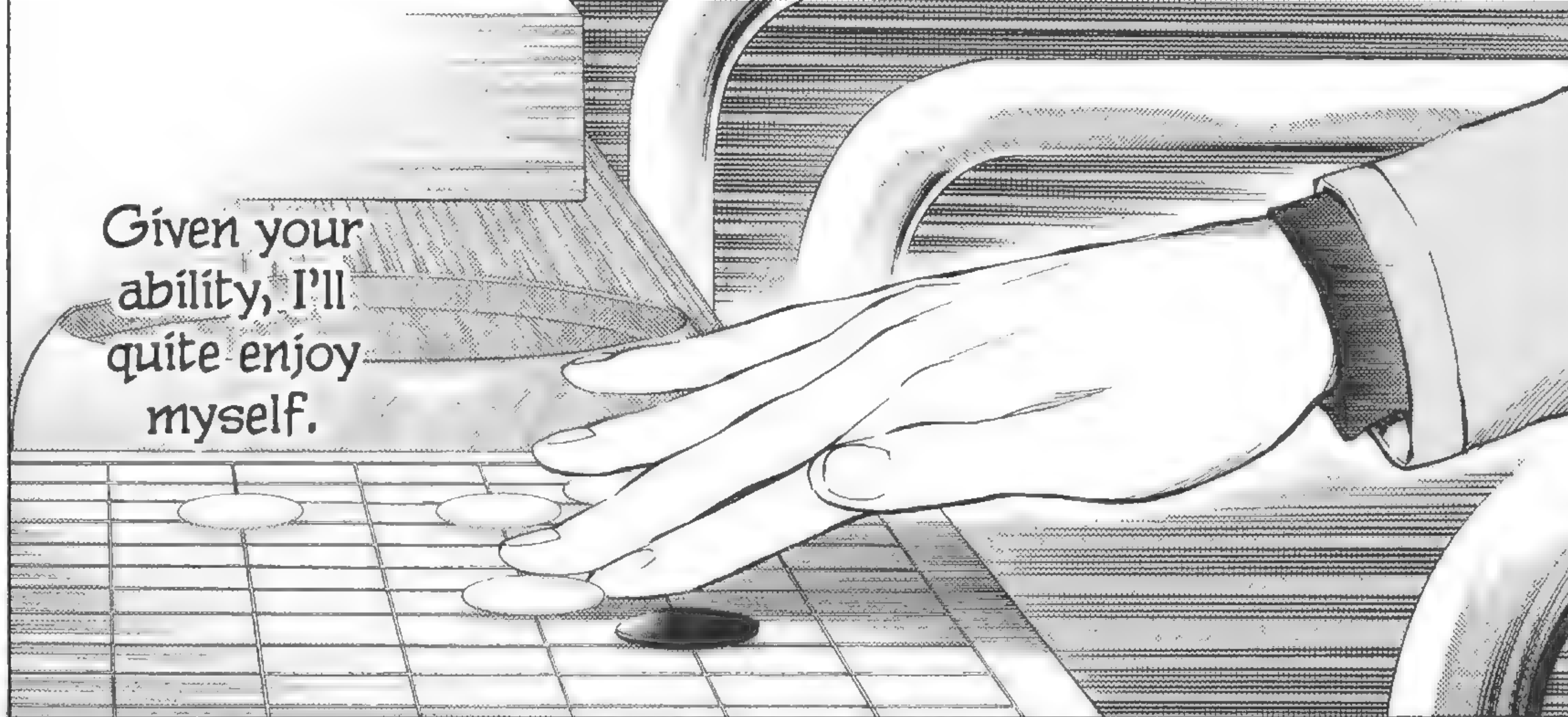
But considering the burden of komi...



Are you waiting for me to play diagonal?









And I'll
invade in the
lower left to
take away
White's
base, leaving
White to
float in the
center.

10-17.

Perhaps I'll
invade the
three-space
extension on
the right.

11-16.

And
then...
and
then...

OH
OH
H

If I cut here,
my upper area
might become
thicker and more
interesting.

10-16.



But
his stone
handling is
still poor.

5-17.



5-17...

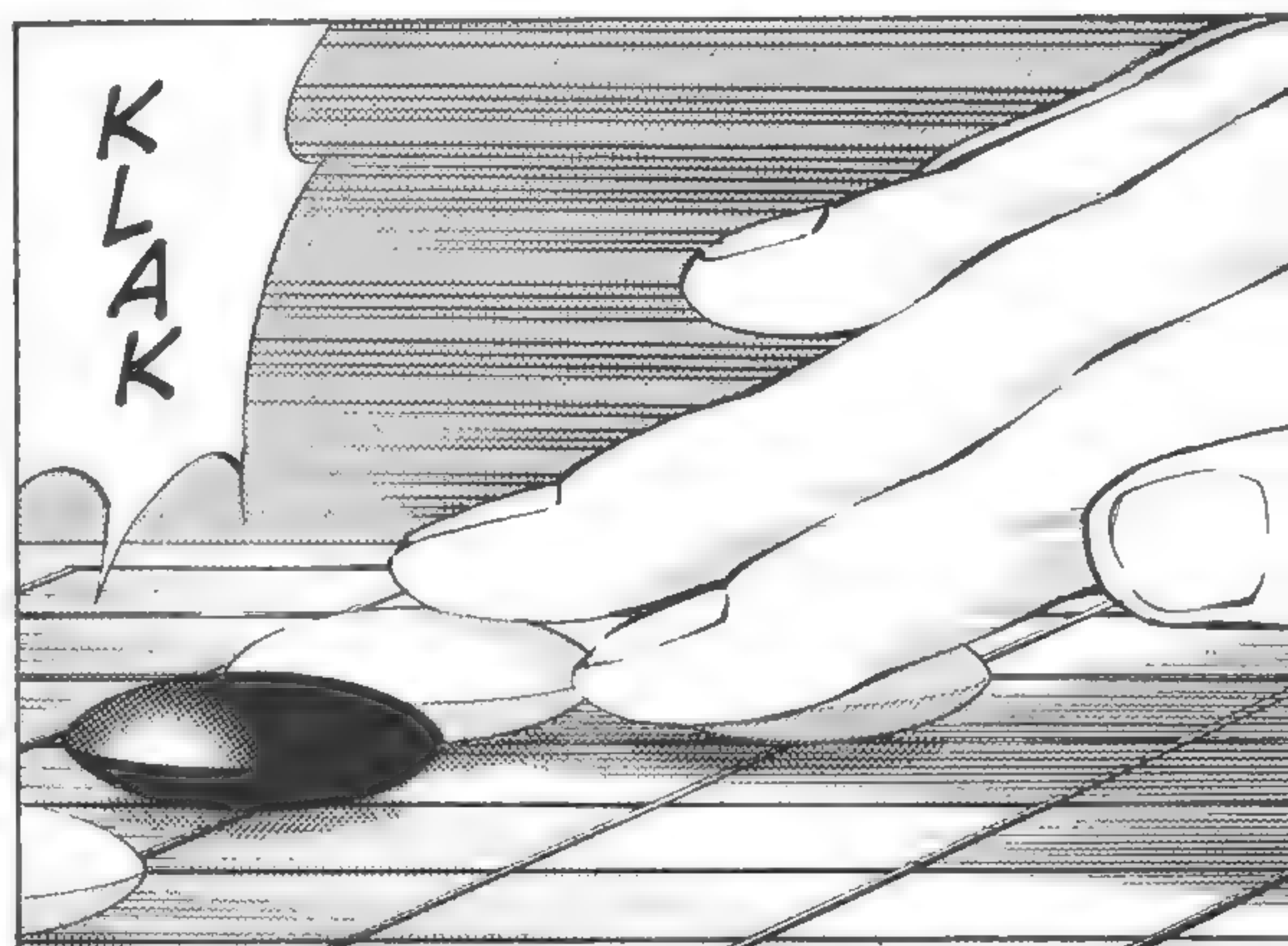
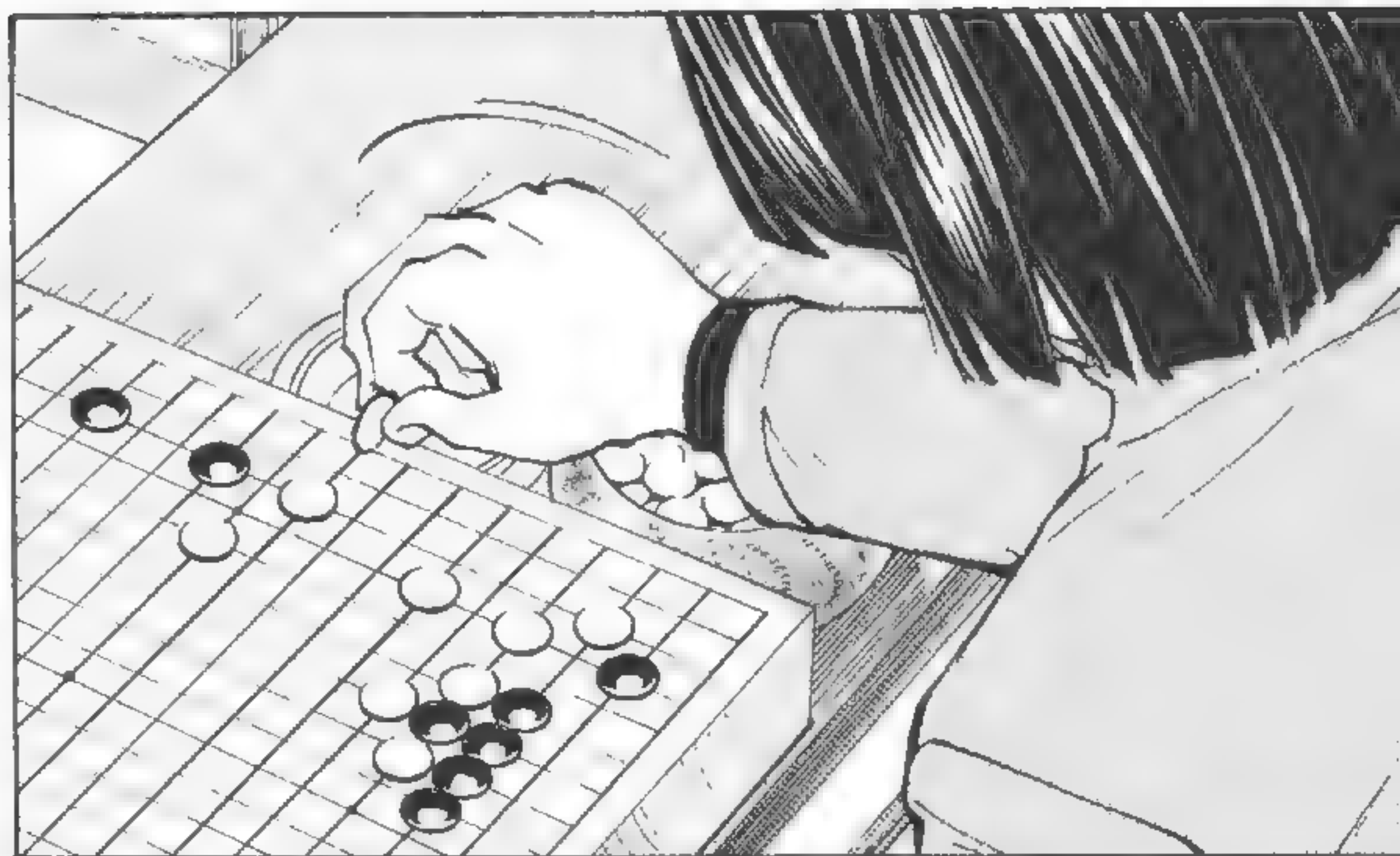
KTUNK

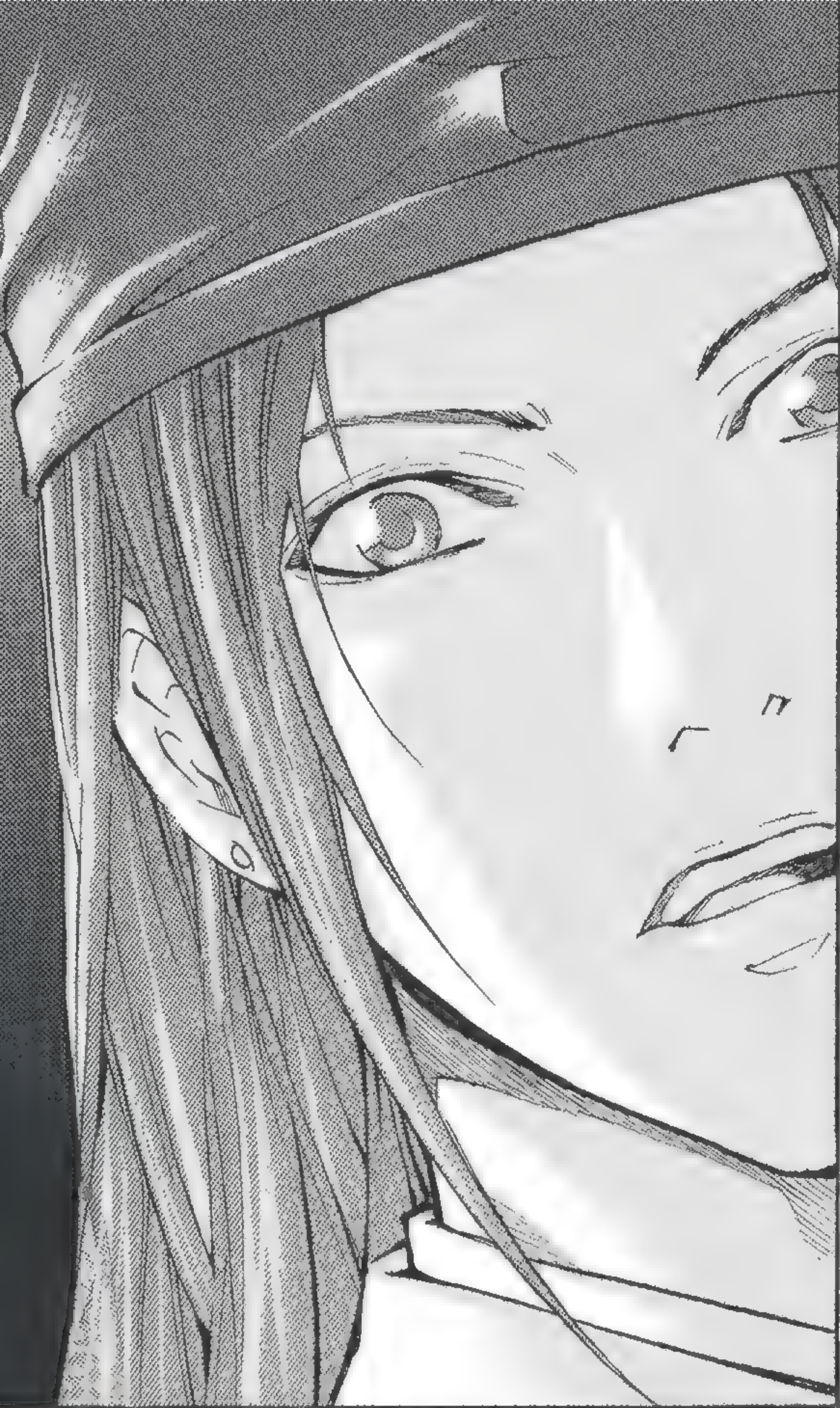


Perhaps
he's
catching
on...

Hikaru's laying
his stones down
much more
quickly than
last time.

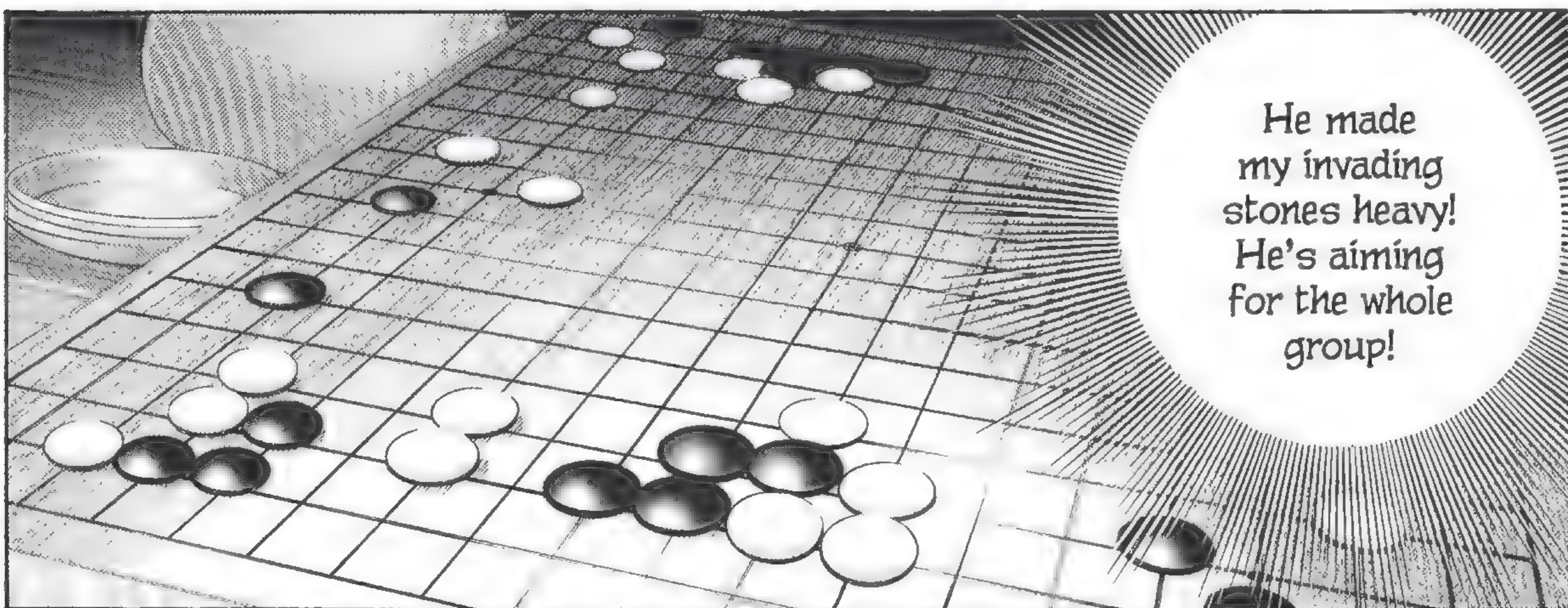
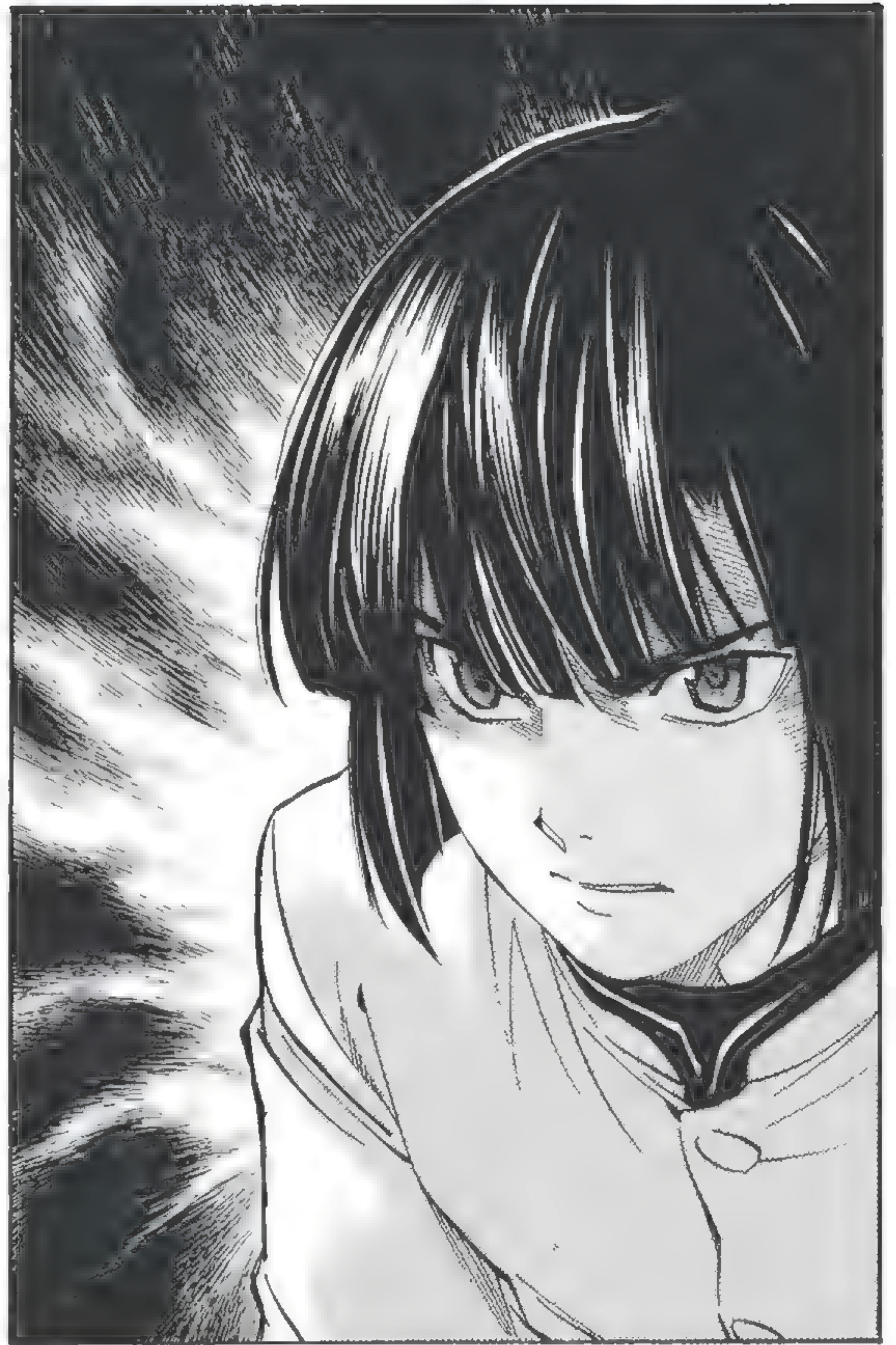
HEY,
WHAT
NEXT?







He did the
opposite of
what I
anticipated...



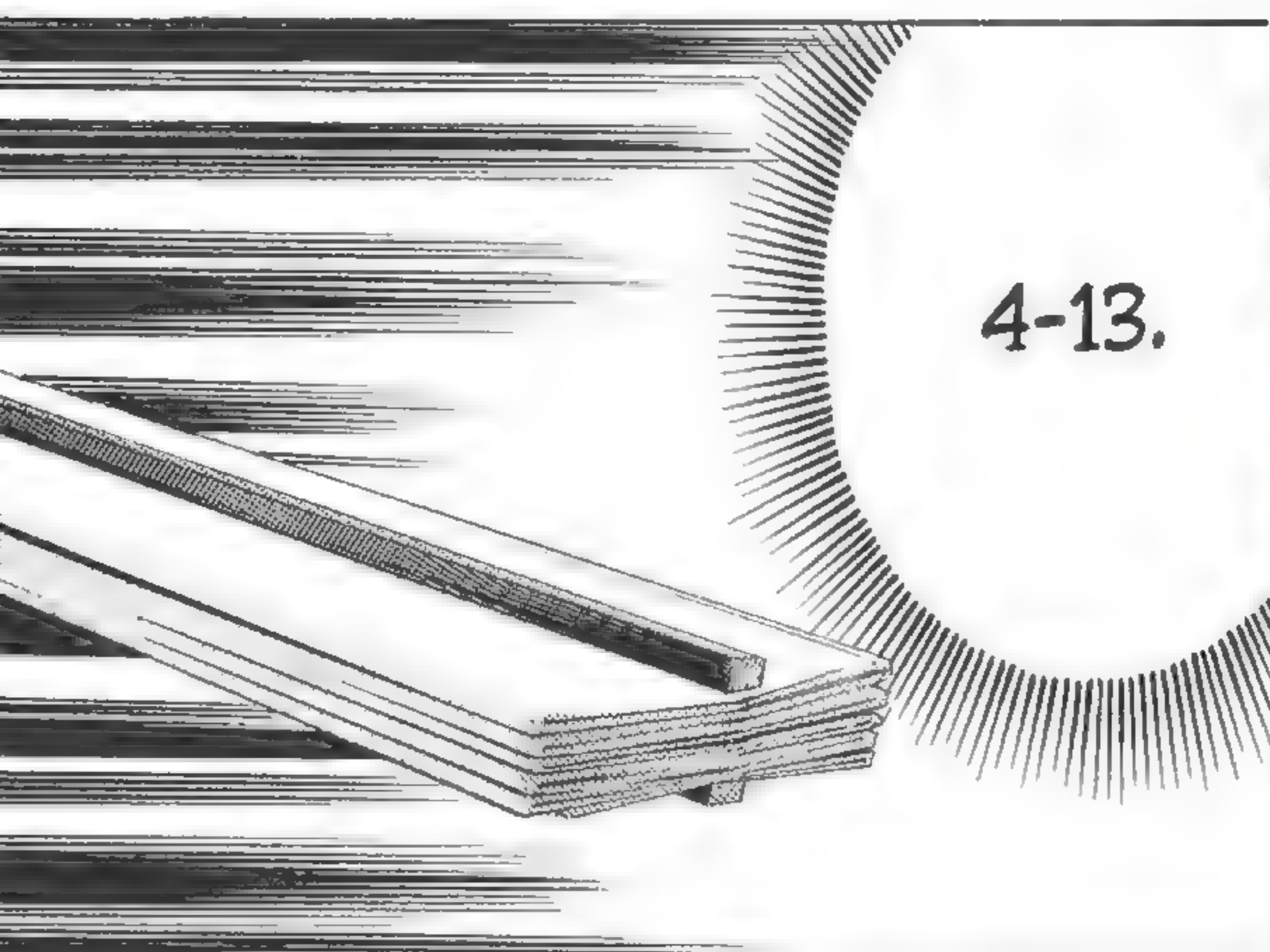
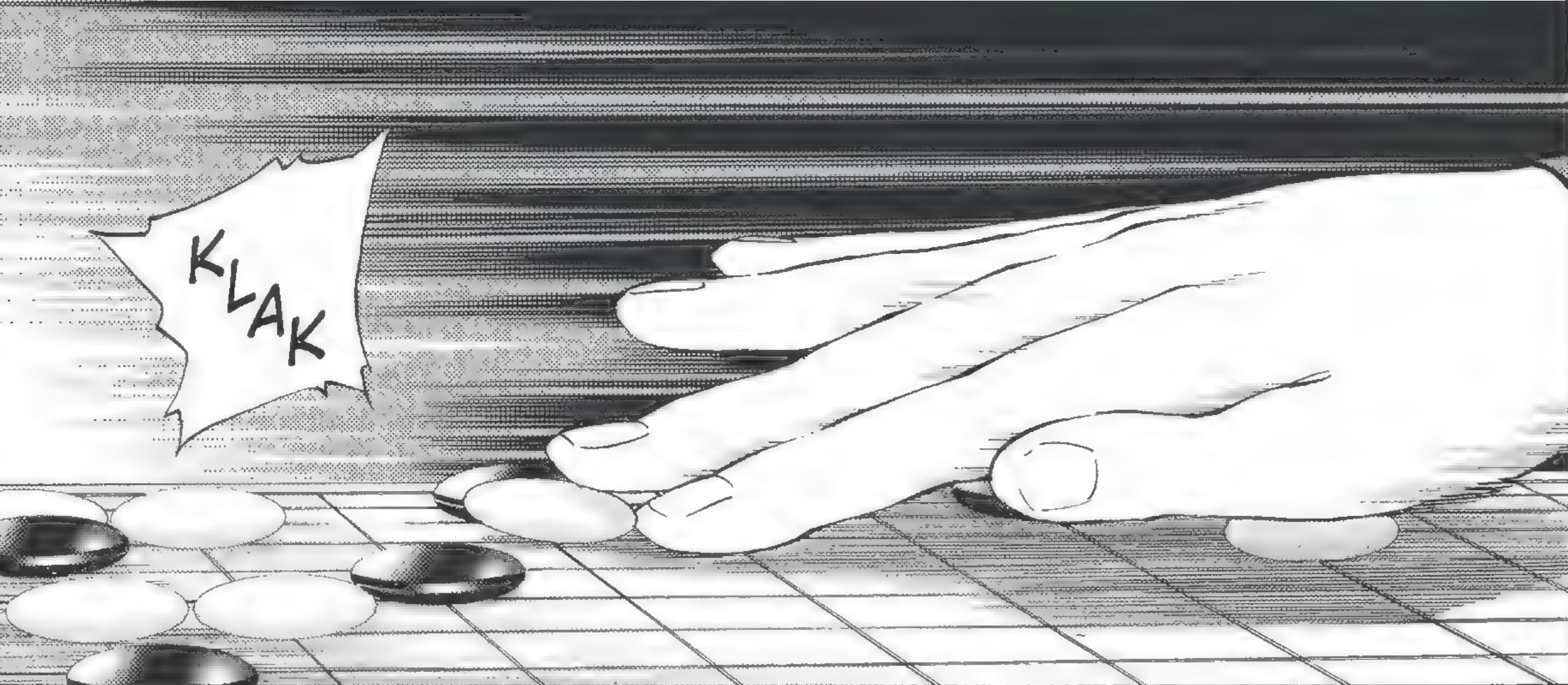
He made
my invading
stones heavy!
He's aiming
for the whole
group!

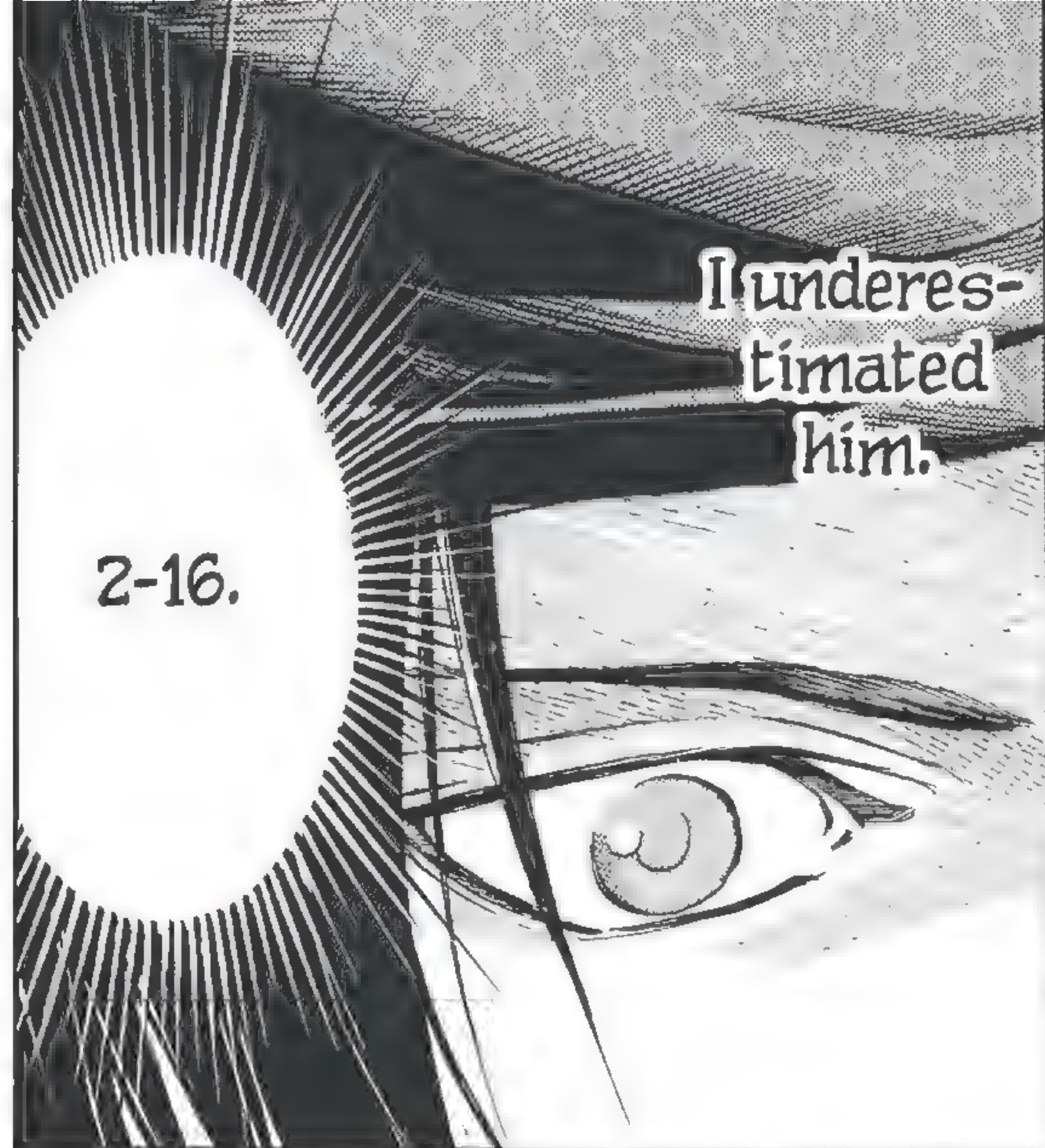


KTUNK



6-15...





2-16.

I underes-
timated
him.



He split
my
stones
and is
now after
my stone
on the
right!

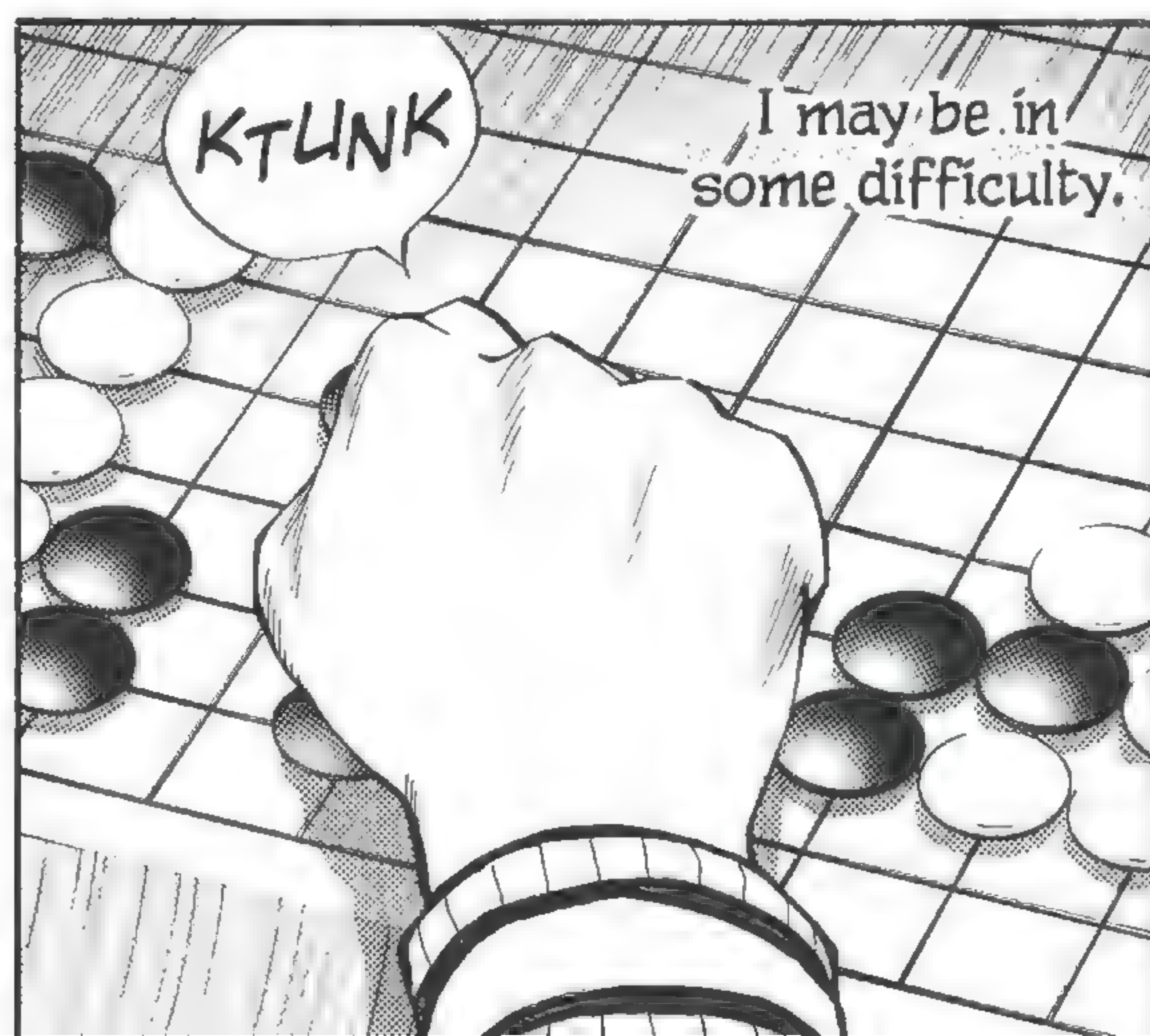


KTUNK



At our last game
he scorned Hikaru's
ability and didn't
display his full
strength!

KLAK



KTUNK

I may be in
some difficulty.



7-15!

Arggh!



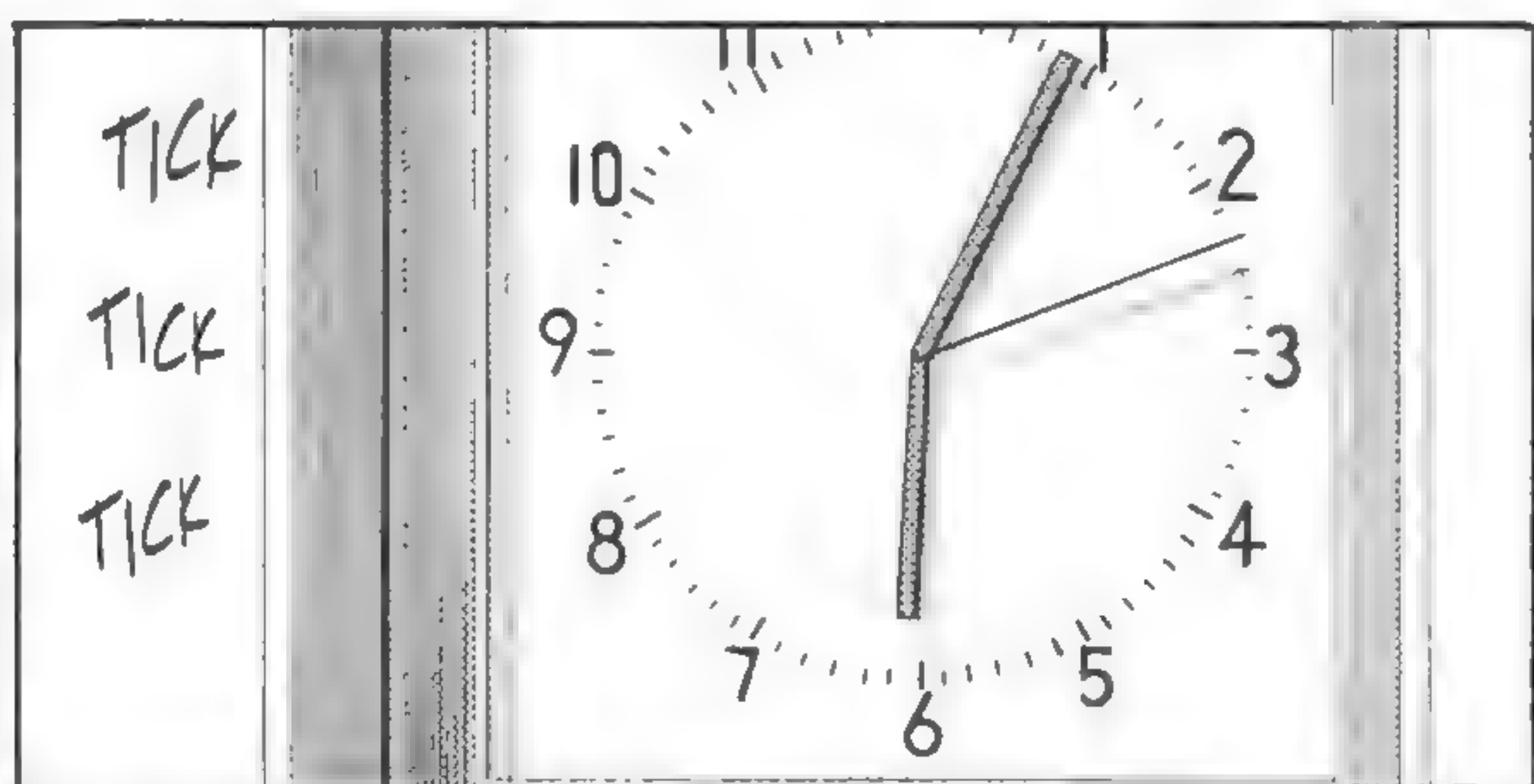
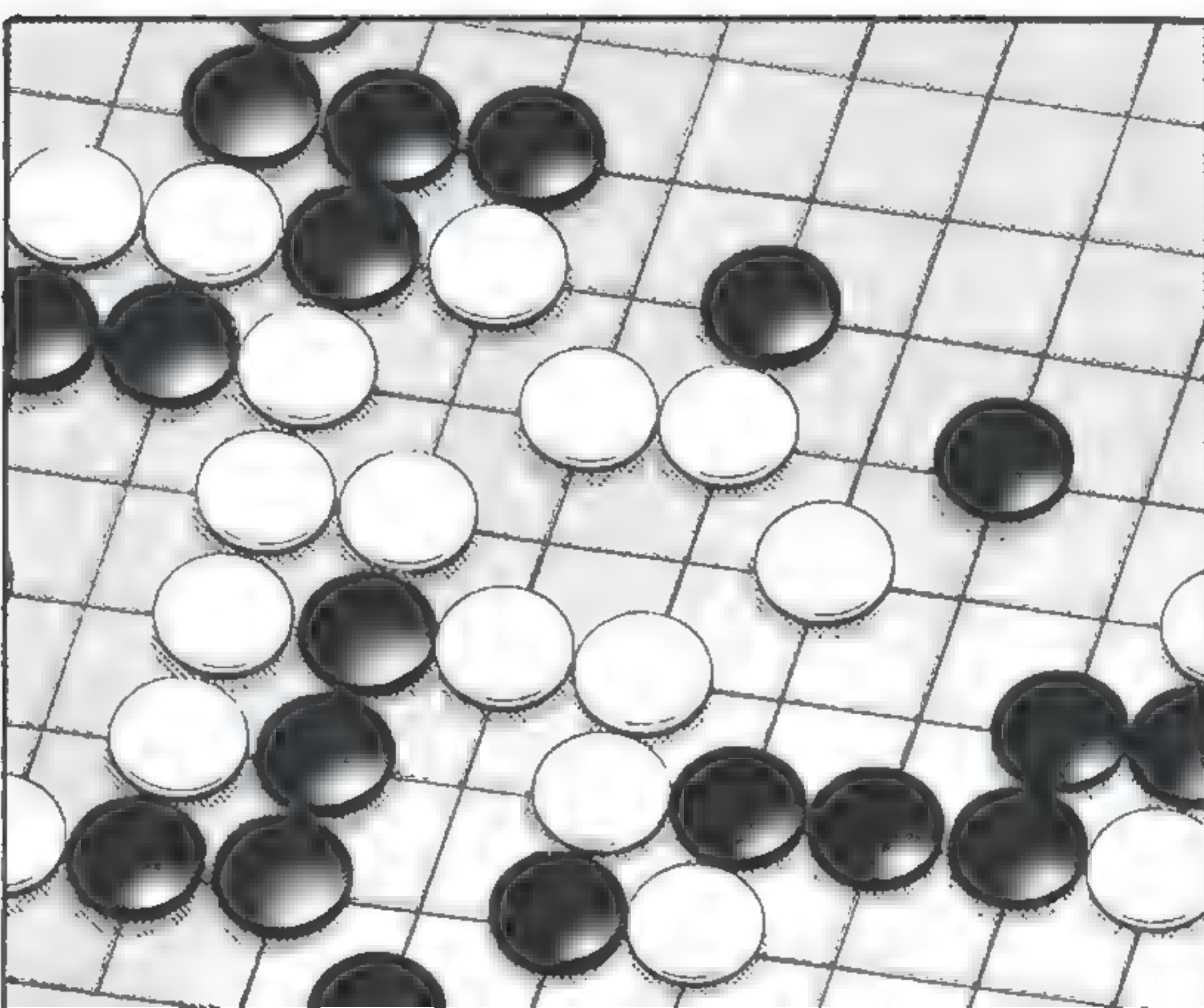
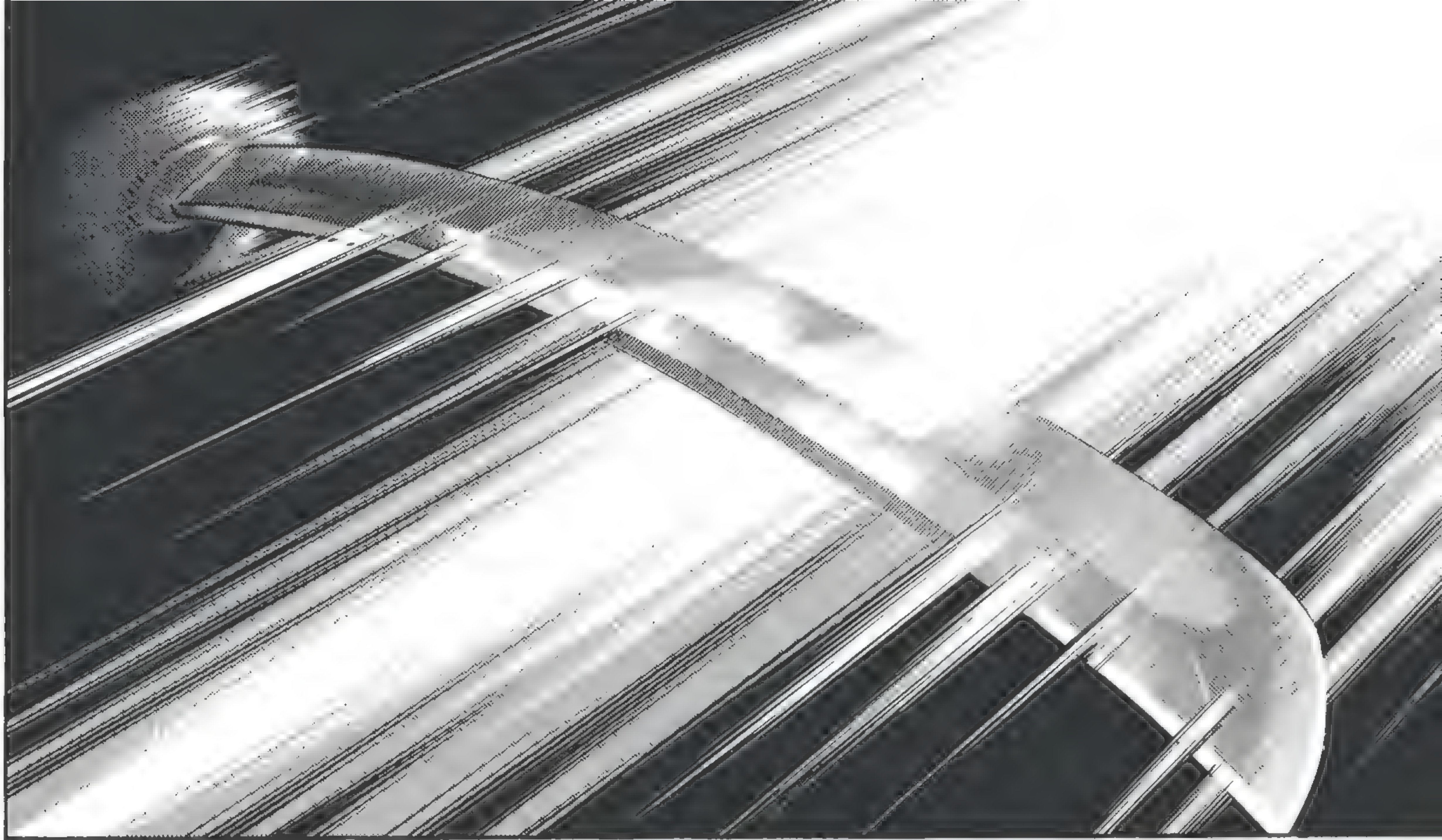
He cut
without
even
worrying
about
shape!
He's going
to destroy
my shape!

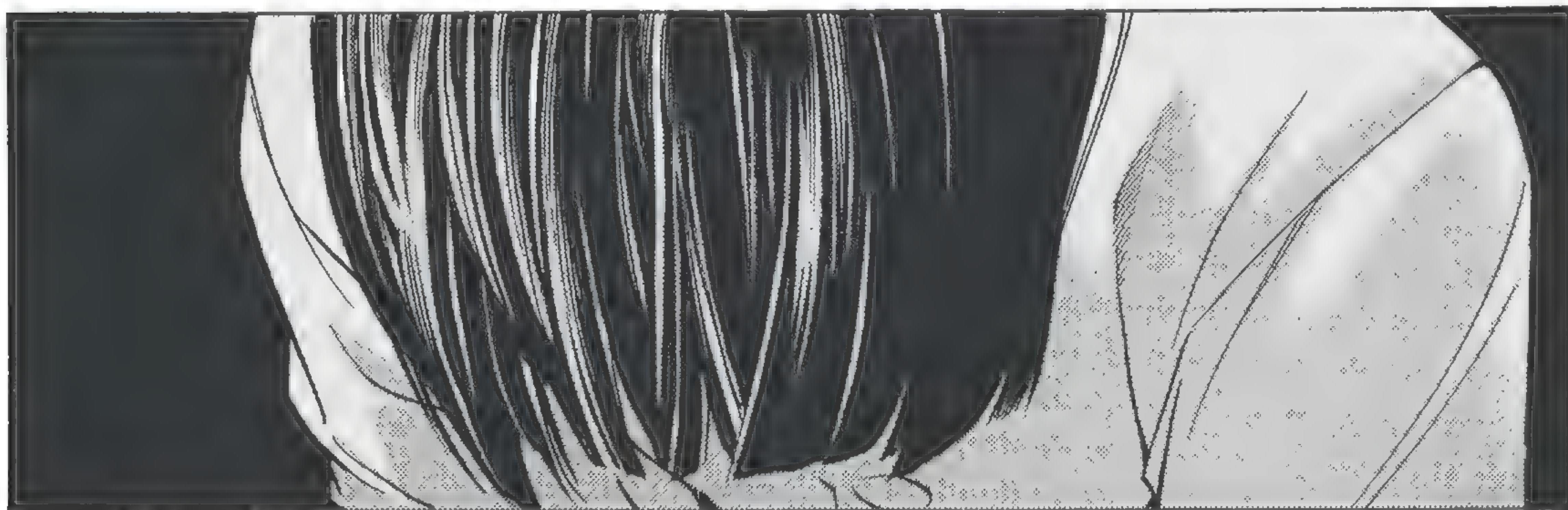



6-19!

No more
Mr. Nice
Sai!

This will
not do!







... how
far will
he
advance?

If he
does...

Will
this
child
keep
chasing
after
me?





SO
SHINDO'S
PRETTY
STRONG
THEN?



YES.

YOU'RE BOTH
PLAYING IN
NEXT WEEKS'
YOUNG LIONS
TOURNAMENT,
AREN'T YOU?



AND HIS
TWO LOSSES
AT THE
HOKUTO CUP
DIDN'T
LESSEN
ANYONE'S
OPINION
OF HIS
ABILITY.

IN FACT, I IMAGINE
THE KOREANS AND
THE CHINESE WILL
KEEP HIM IN THEIR
SIGHTS FROM
NOW ON.



ICHIKAWA!
DON'T GO
SPOUTIN'
NONSENSE!

I'D HATE IT IF
SHINDO ENDED
YOUR THREE-TIME
WINNING
STREAK.



THAT'S
WHAT I LIKE
TO HEAR!



I WILL
NOT
LOSE TO
SHINDO.

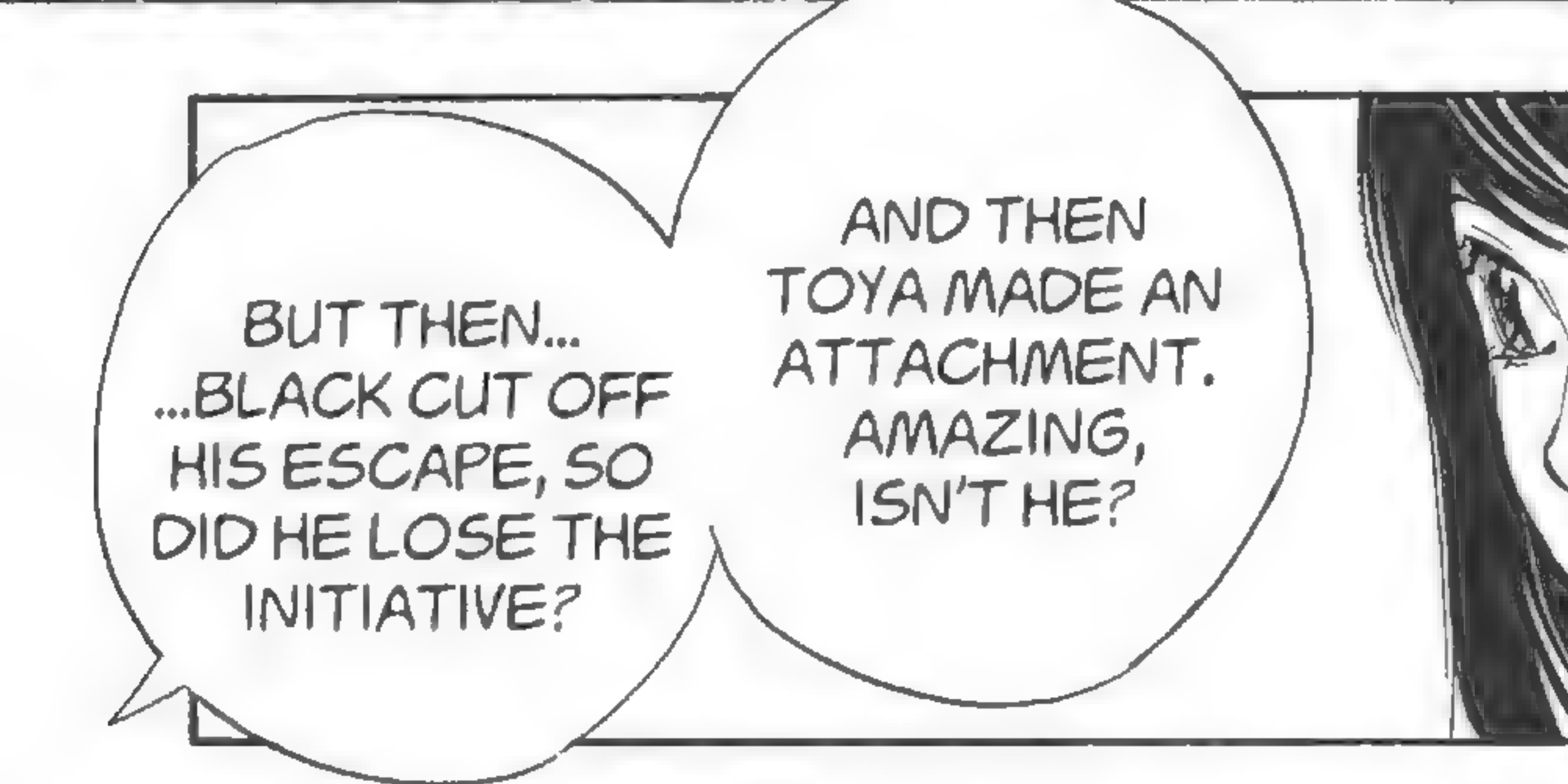


BONUS STORY

② "Shoji! Oka!"



MAY...
INSEI
TRAINING
DAY.





WITH ONLY MILD LOSSES, WHITE SHOULD HAVE THE ADVANTAGE.

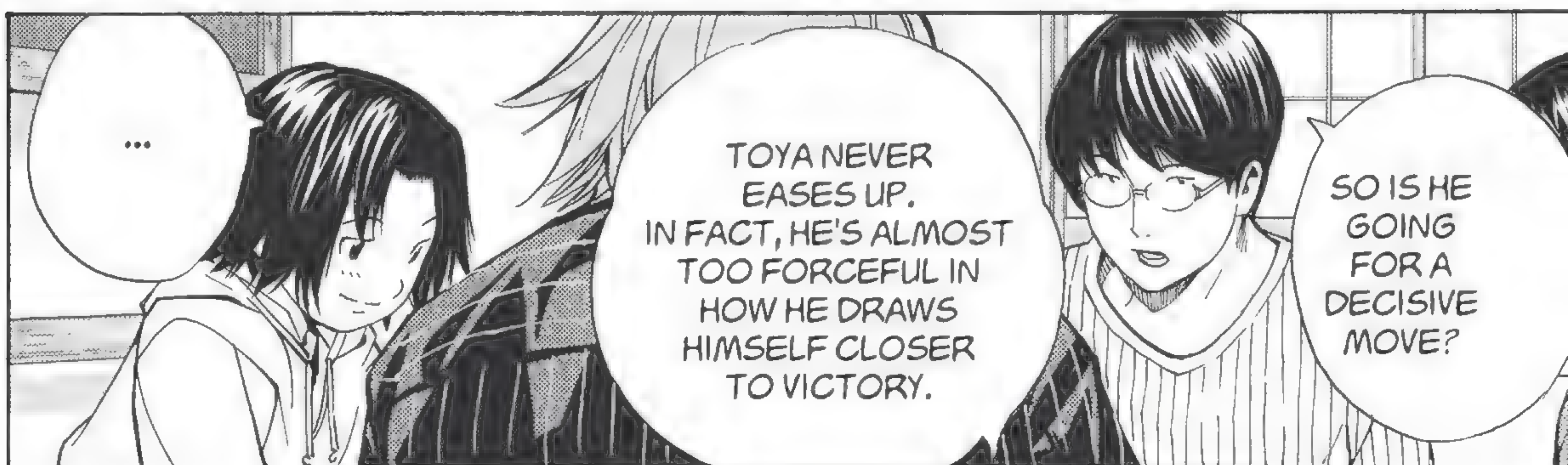


MORN-
ING
ALL.

THIS
DIAGONAL
MOVE
CONNECTS IT,
RIGHT?
SO HOW DO
THEIR
POSITIONS
LOOK?



HE'S CRUSHED
BLACK IN THE
UPPER RIGHT.



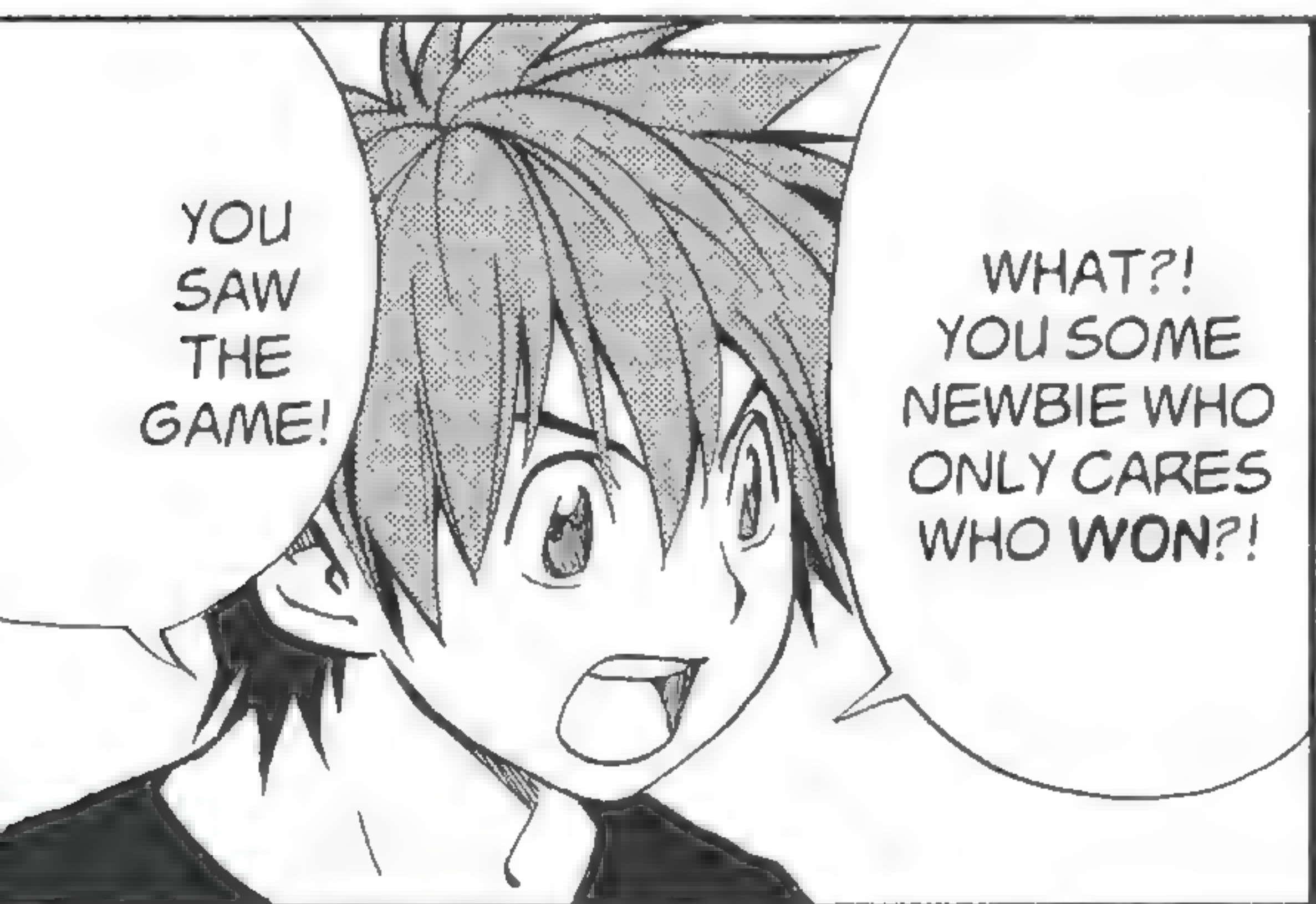
TOYA NEVER
EASES UP.
IN FACT, HE'S ALMOST
TOO FORCEFUL IN
HOW HE DRAWS
HIMSELF CLOSER
TO VICTORY.

SO IS HE
GOING
FOR A
DECISIVE
MOVE?



HE'S MY
HERO!

I THINK AKIRA
TOYA'S REALLY
TERRIFIC!





SAME
STRENGTH?!
NO WAY!
MY RANK'S
NEVER BEEN
BELOW HIS!



SAME AGE,
SAME
STRENGTH...
YOU'D BE GOOD
RIVALS!

WHY
CAN'T
YOU TWO
GET
ALONG?



AND I'LL
BE IN THE
YOUNG
LIONS
TOURNA-
MENT!

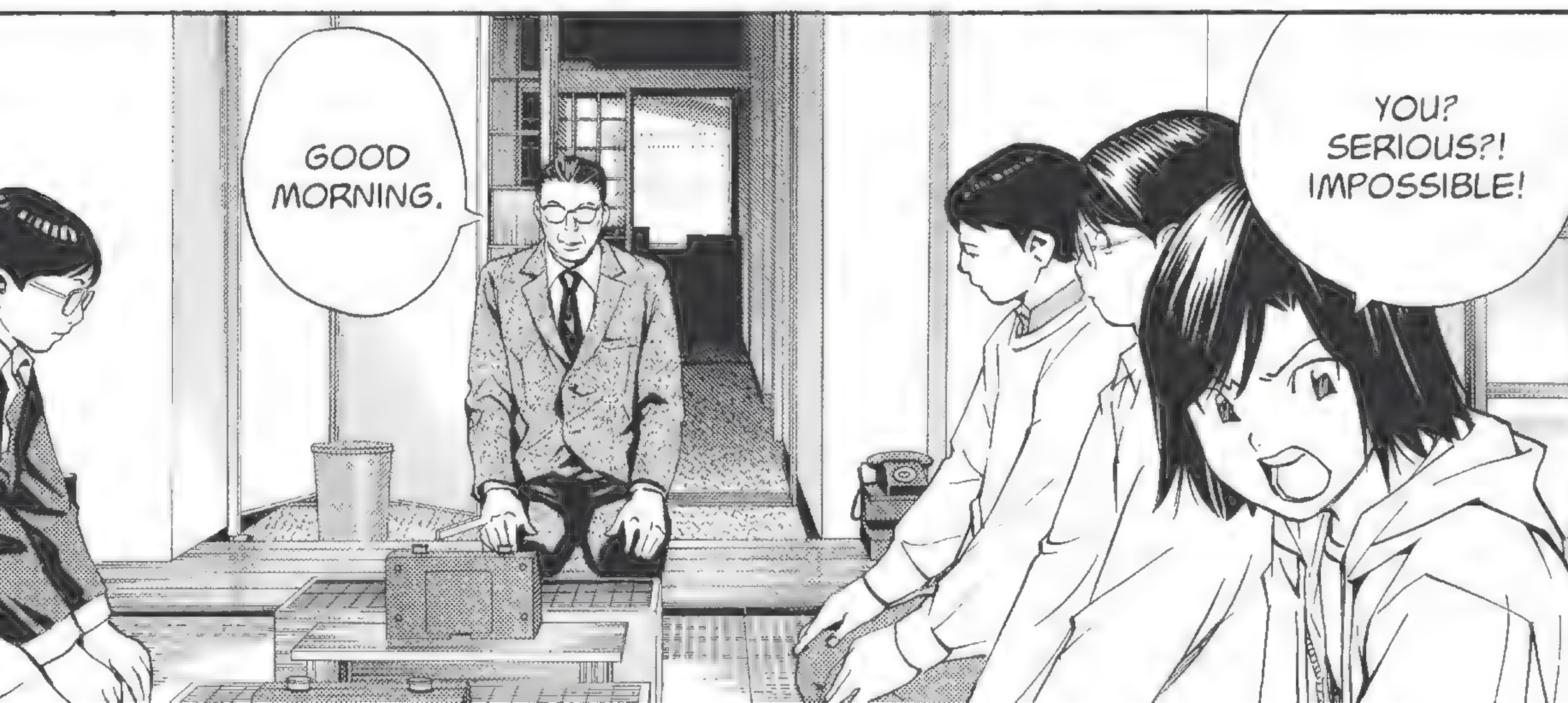
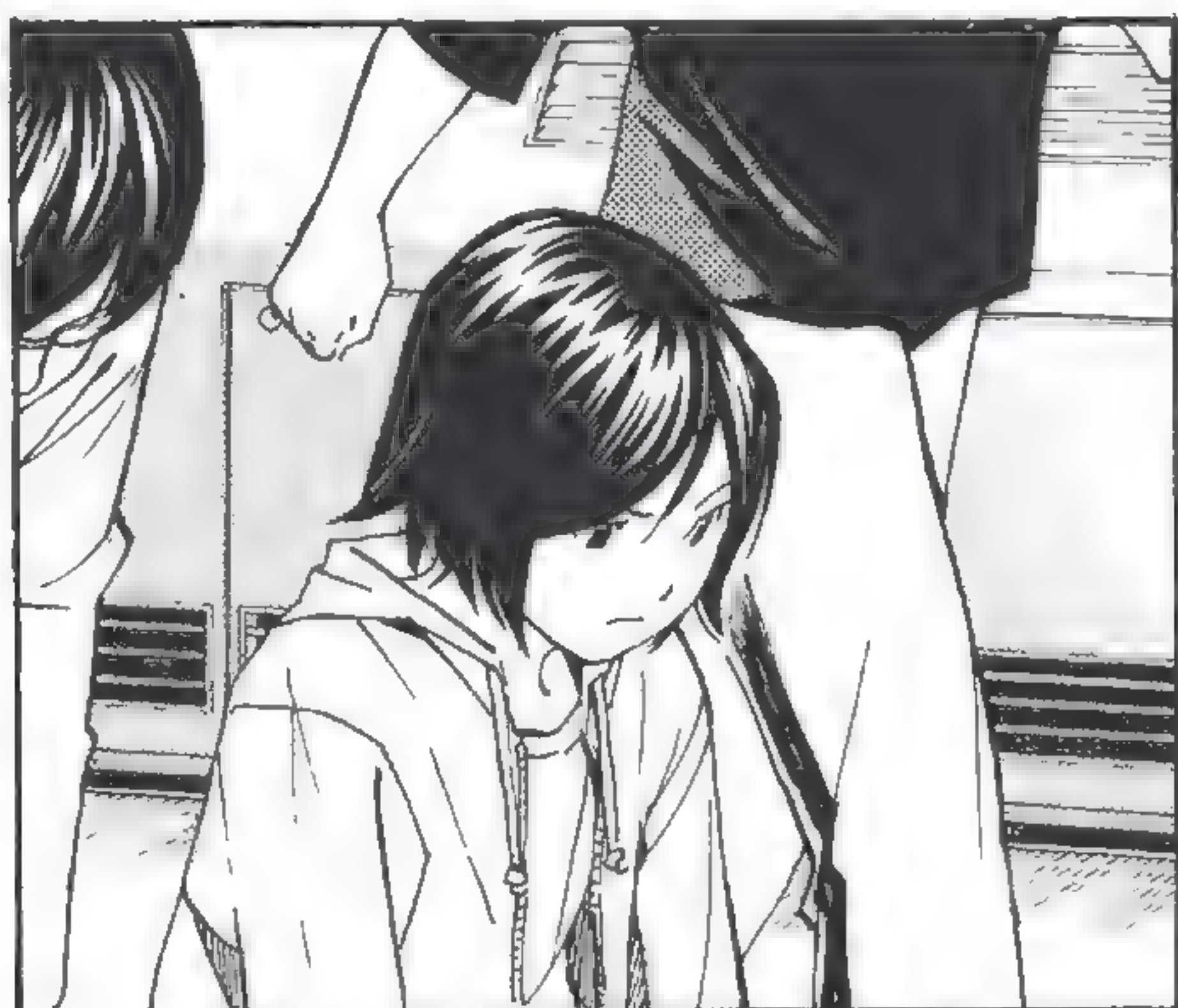
YOU'VE
NEVER
SHAKEN
ME OFF
EITHER!



TEACHER'S
COMING.

YOU BARELY
SQUEAKED IN AT
16TH PLACE!
I'M RANKED 14TH!

NYAH
NYAH!
WHAT'S
THE DIFF?!





IT SEEMS
THEY'RE
GONNA KEEP
HOLDING IT.



SO I'M GONNA
GO PRO AND
PLAY IN IT!



GOOD
MORNING.

I WANNA
BE IN THE
HOKUTO
CUP!



HAH!
THAT'LL BE
THE DAY!

I DON'T SAY
NOTHIN' I DON'T
MEAN. I'LL MAKE
IT, YOU'LL SEE.

SHOJI!
OKA!



IT'S...



YOU
ALWAYS
TALK BIG,
BUT...

IT'S NOT
THAT
EASY!



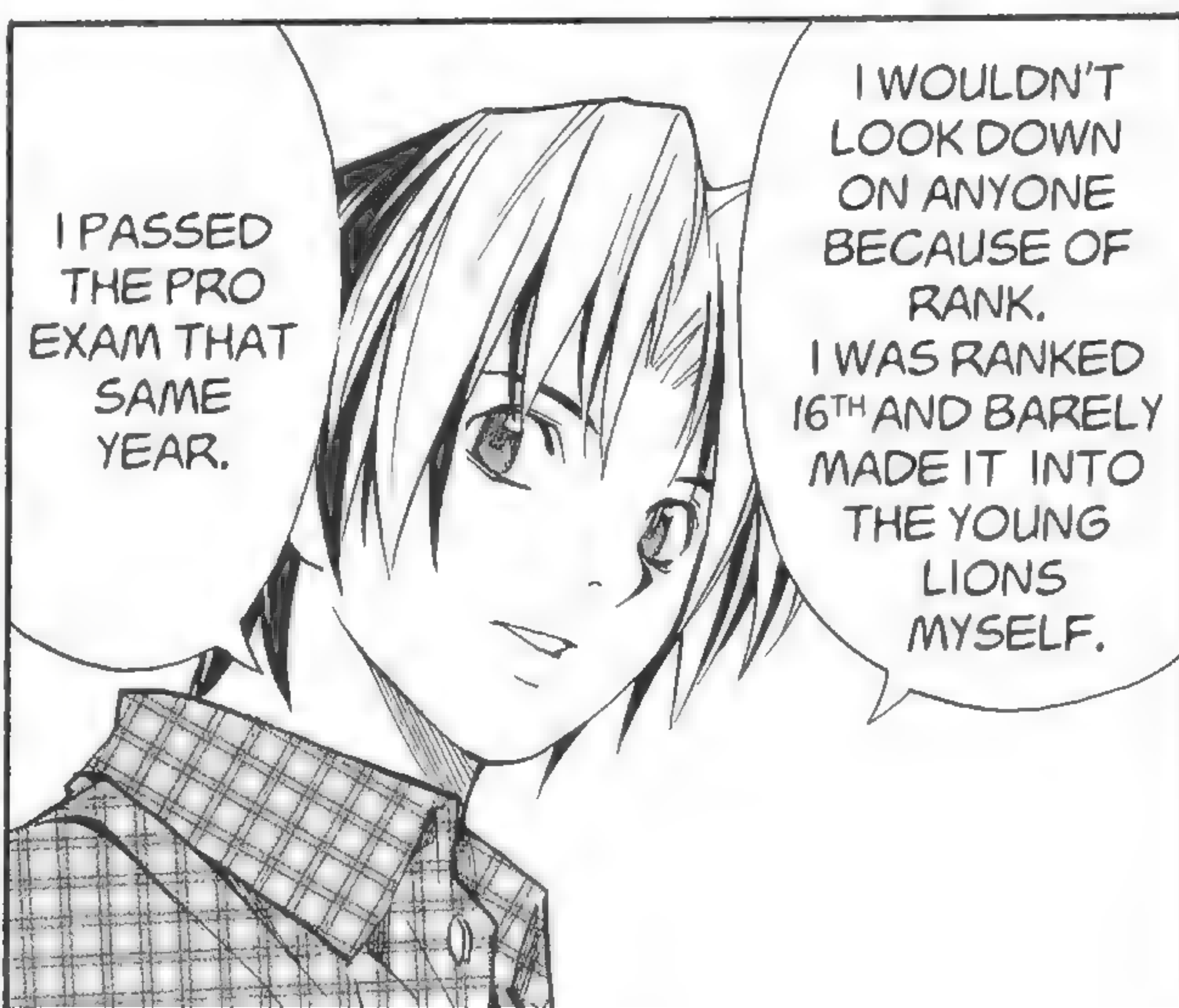
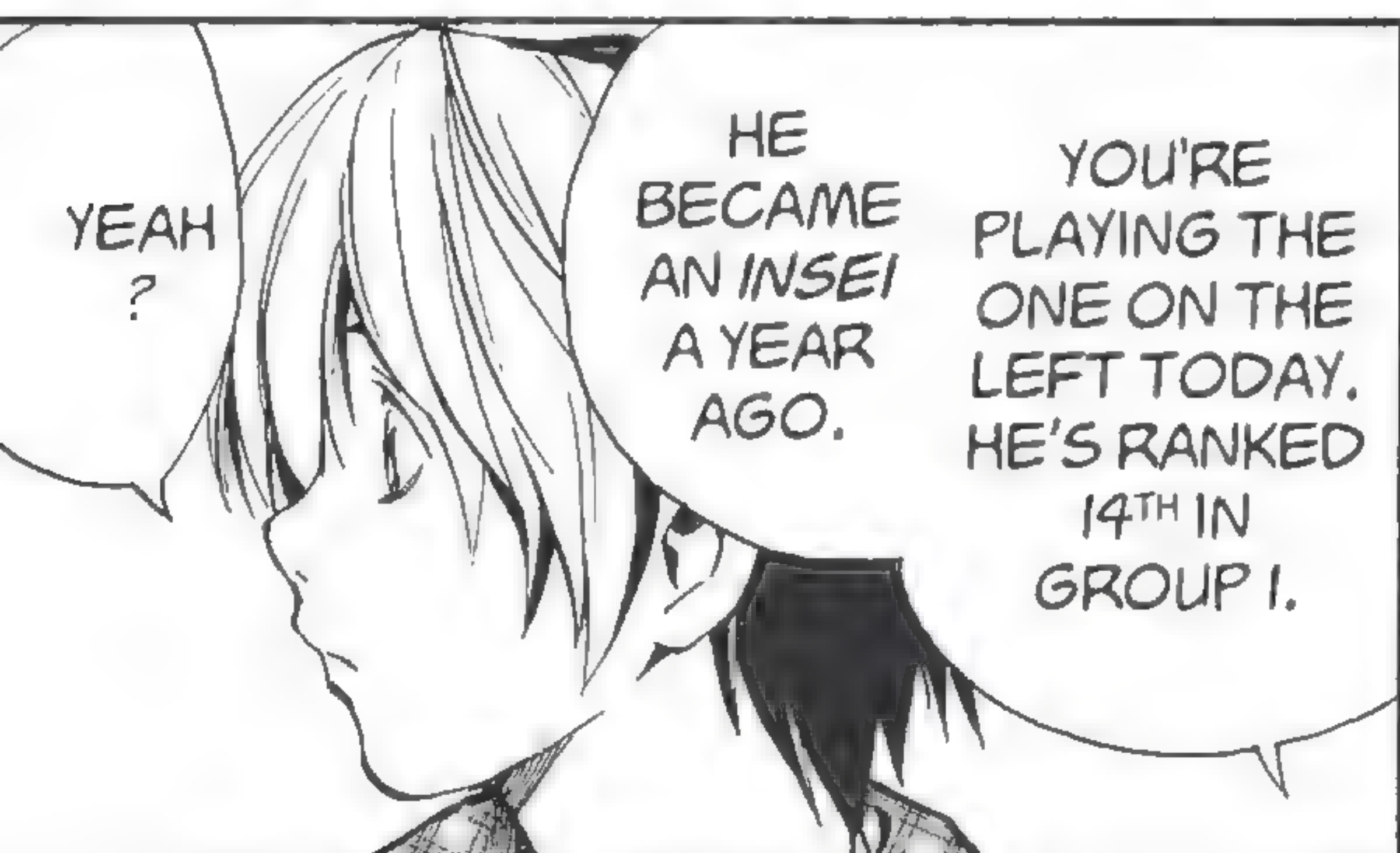
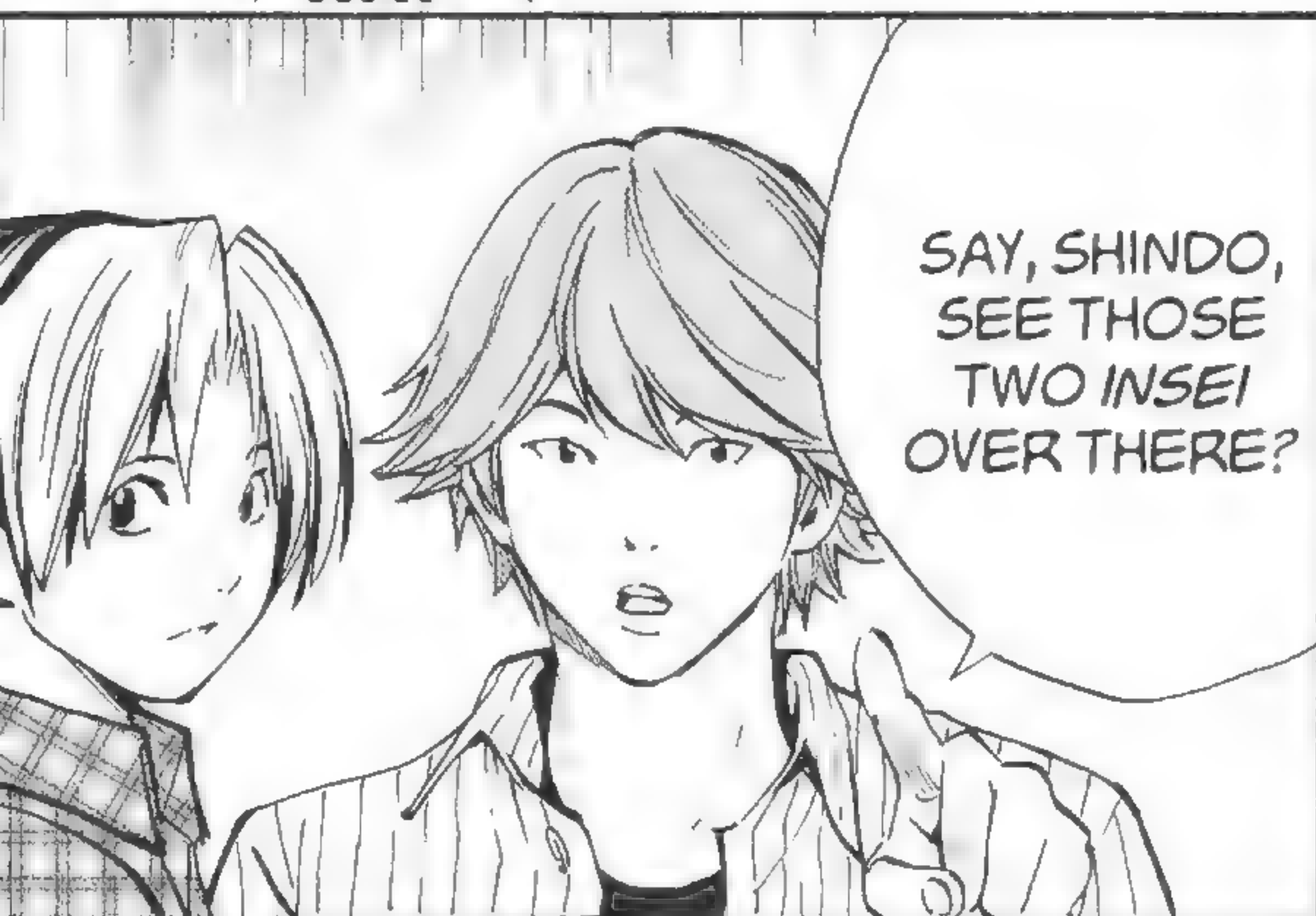


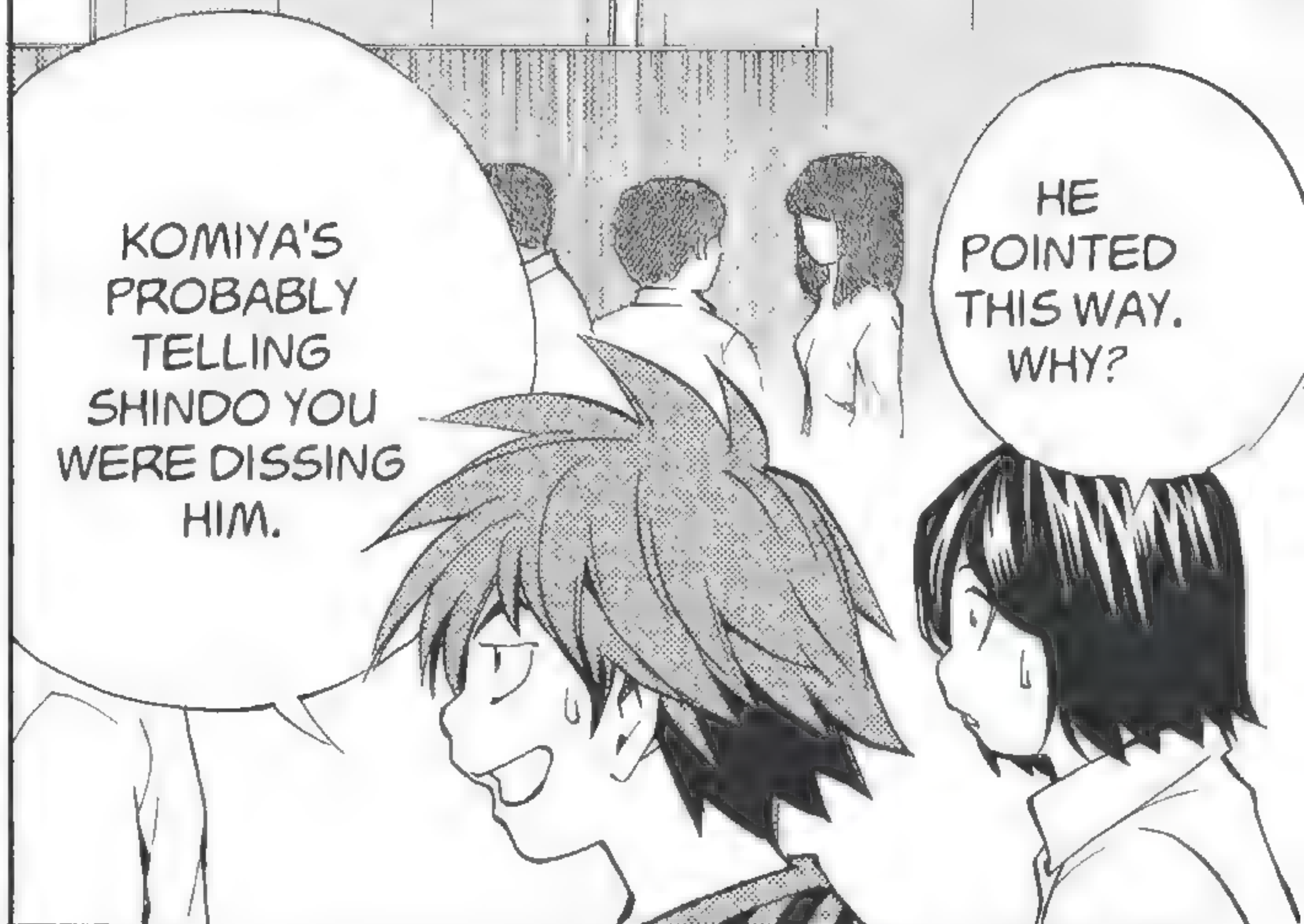
MURMUR

THE 11TH YOUNG LIONS









KOMIYA'S PROBABLY TELLING SHINDO YOU WERE DISSING HIM.

HE POINTED THIS WAY. WHY?



TOYA!

THE 11



GOOD MORN-ING.

MORNING.

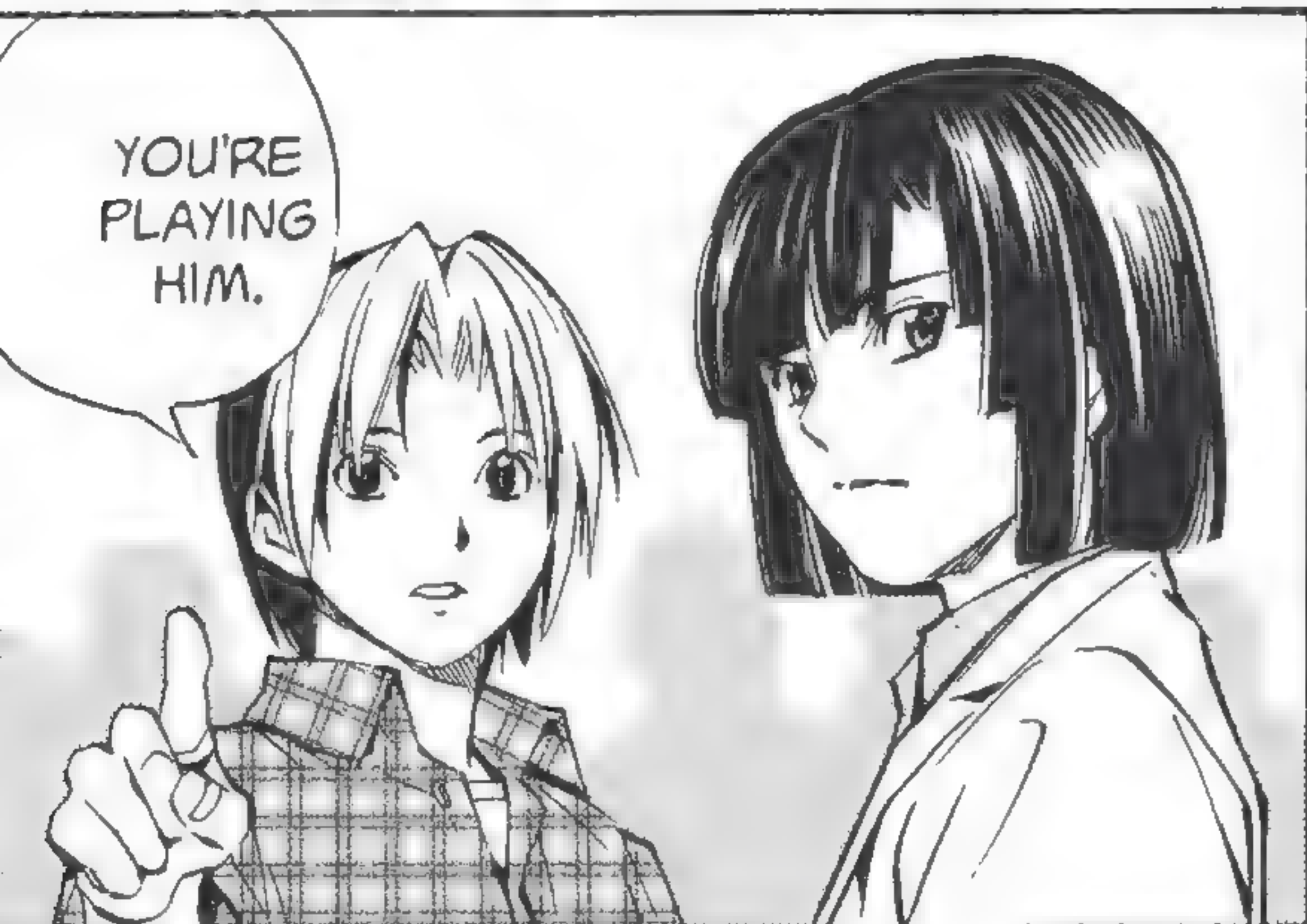



HEY, TOYA.

GOOD MORNING.


OH GOSH! I'M...I'M ABOUT TO PLAY AGAINST TOYA!

MORNING.






...BEHIND THEM,
MASHIBA MITSURU
2 DAN AND
NOZAKI SHOGO...



PLEASE TAKE YOUR
SEAT AS YOUR
NAME IS CALLED.
FROM THIS SIDE,
TAJIMA KAZUHIRO
3 DAN AND...



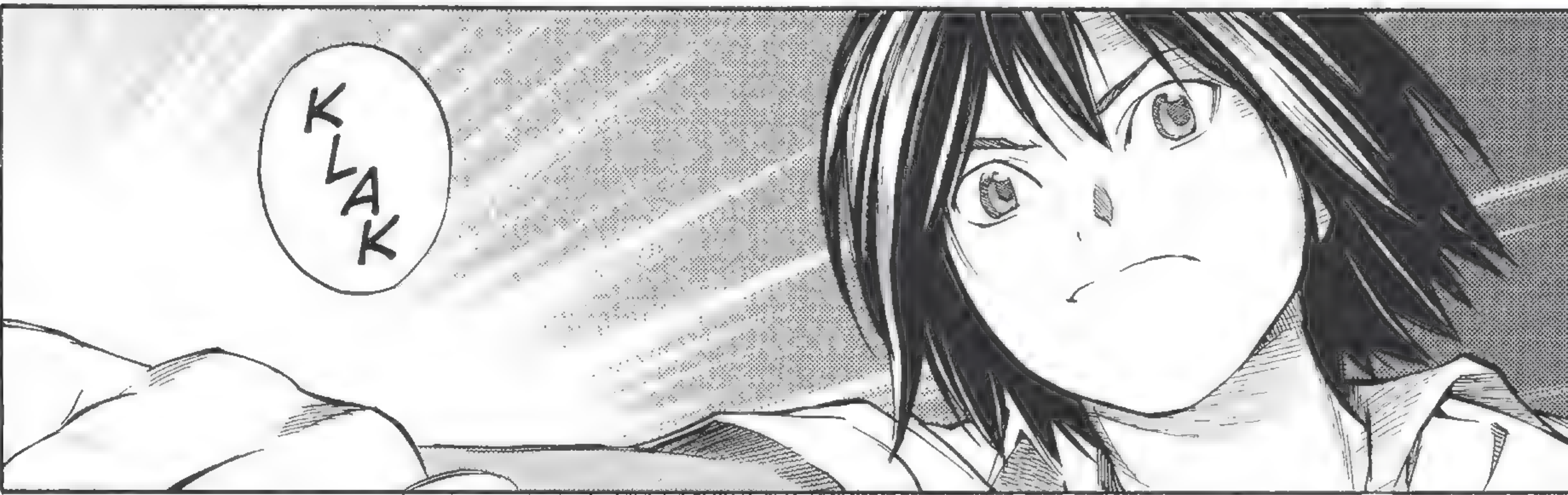
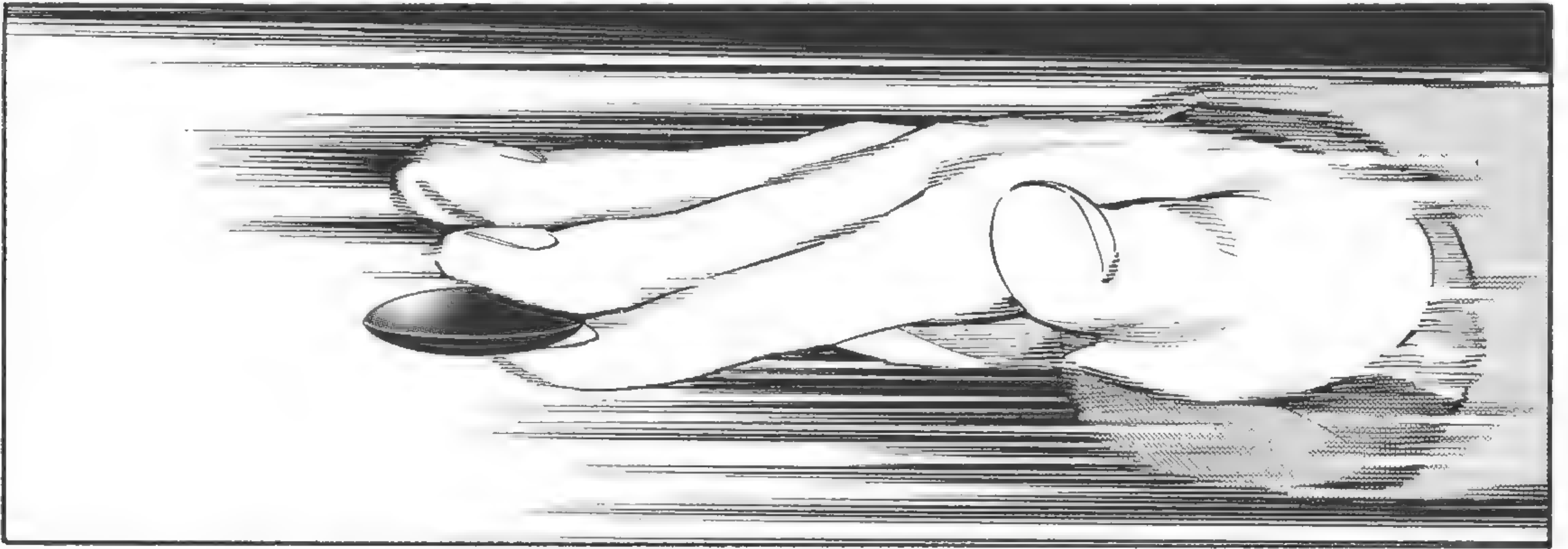
THESE WILL BE
EVEN GAMES, BUT
THE INSEIS WILL
PLAY BLACK.

ALL FIRST ROUND
MATCHES WILL BE
BETWEEN PROS
AND INSEIS.

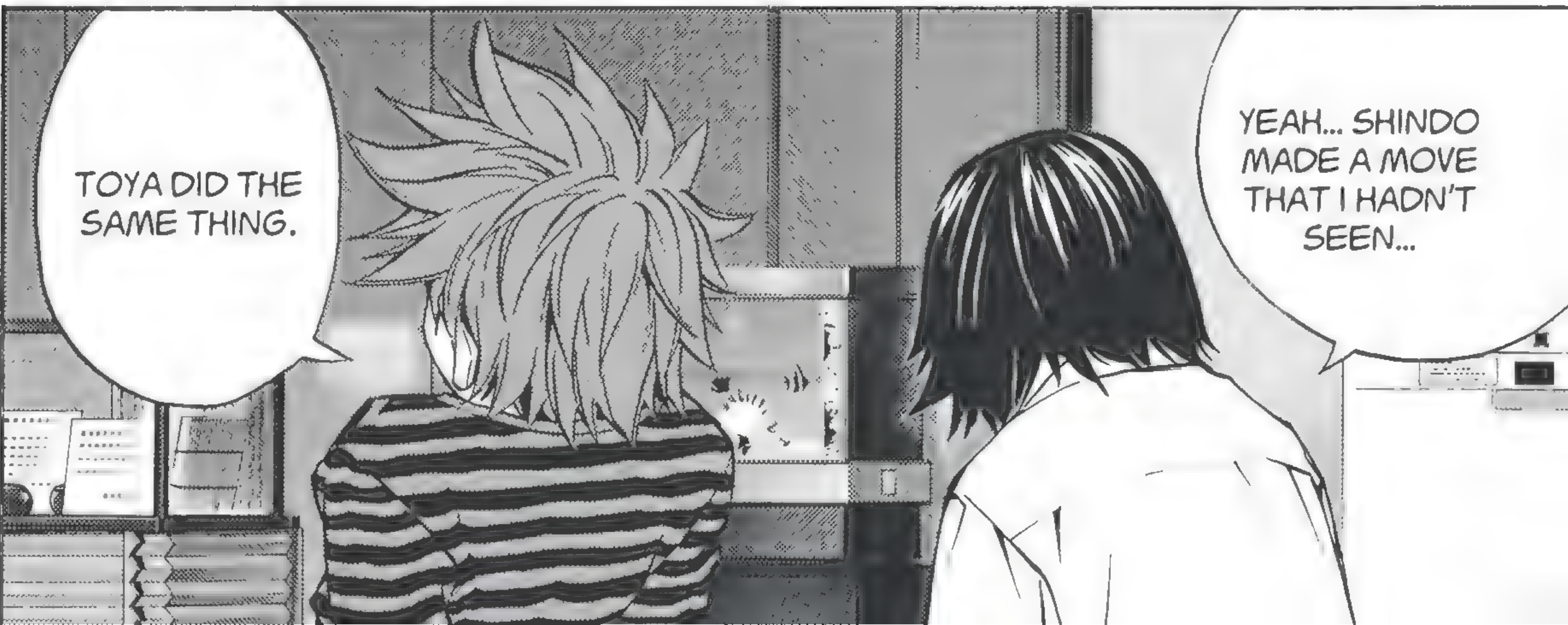
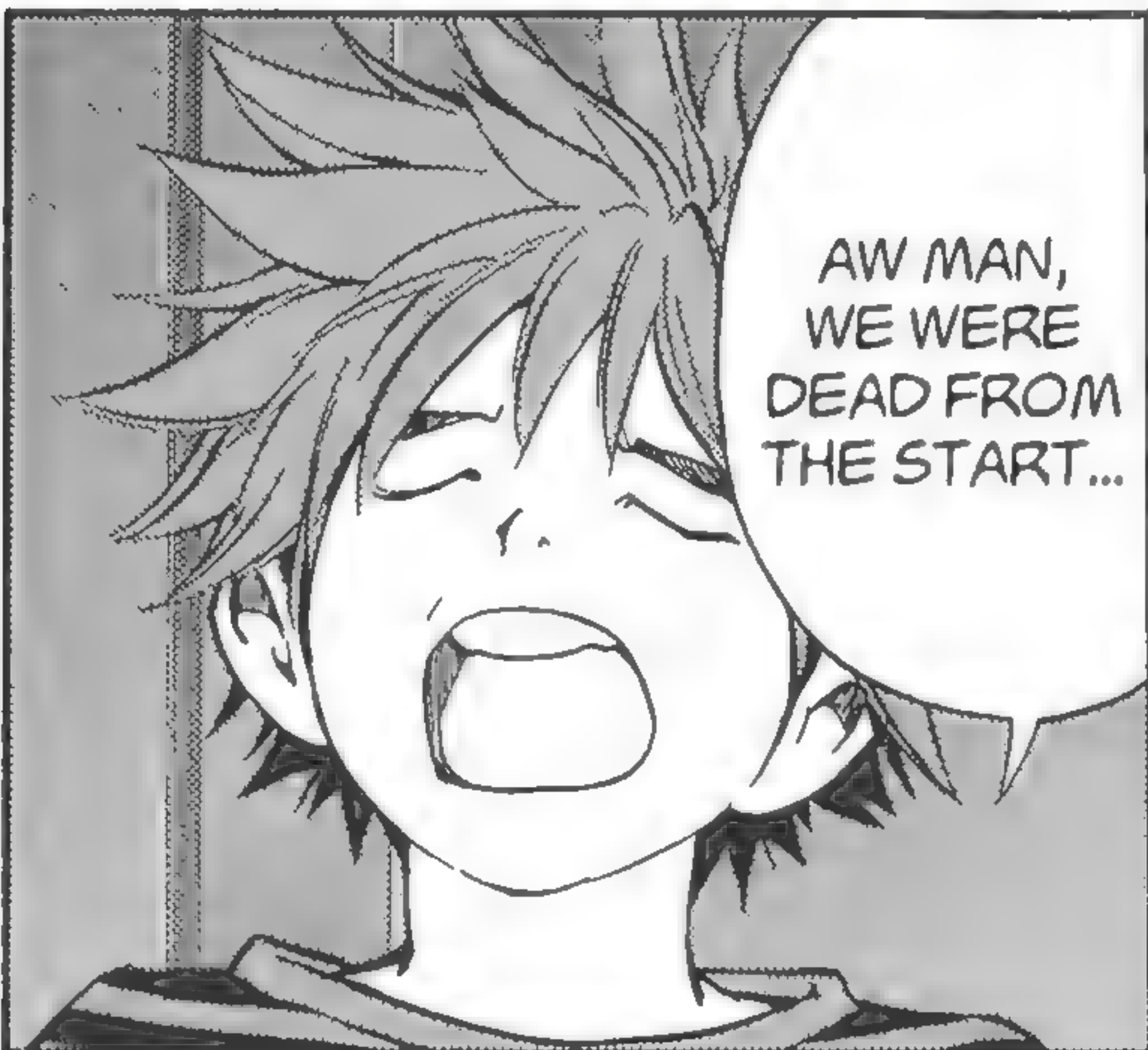
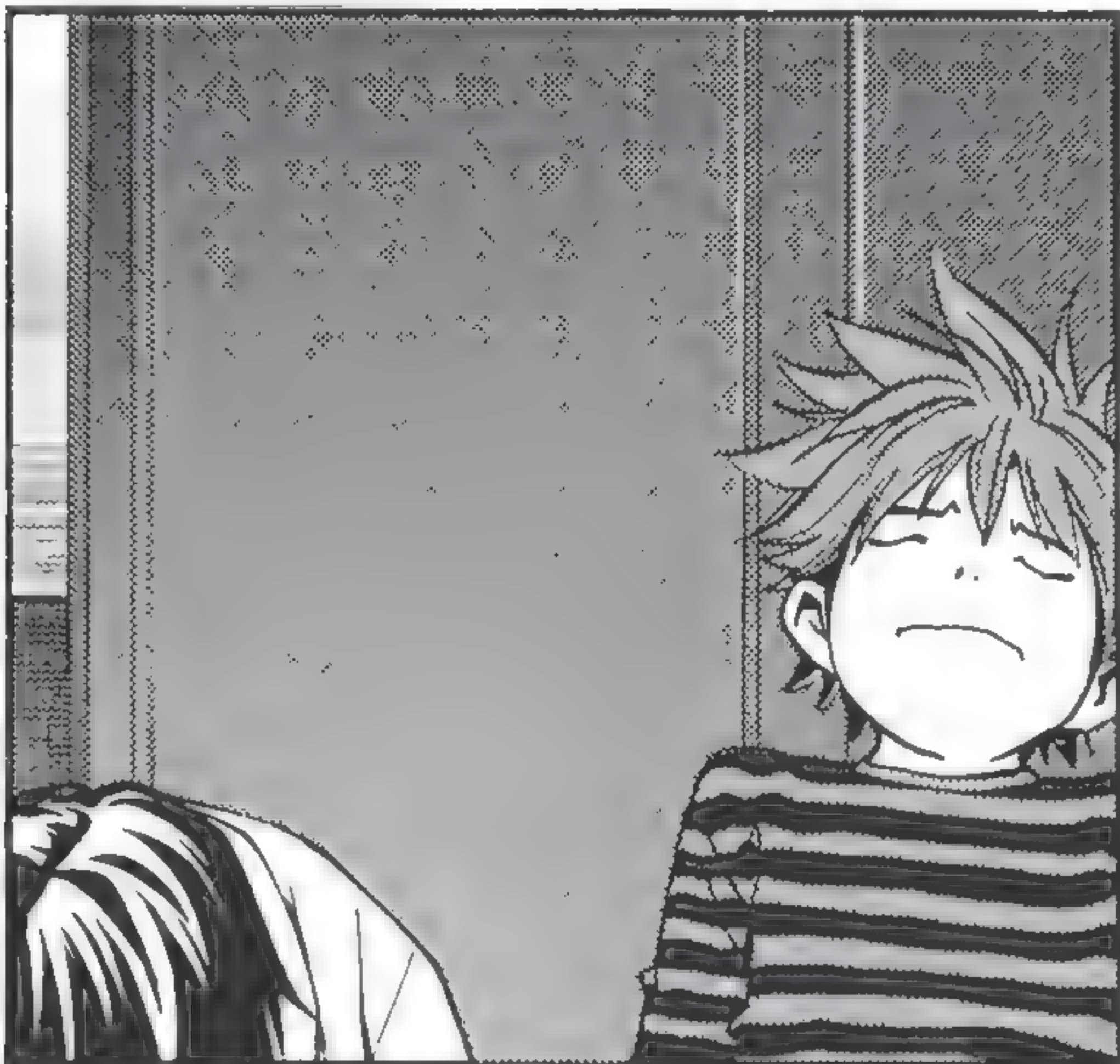


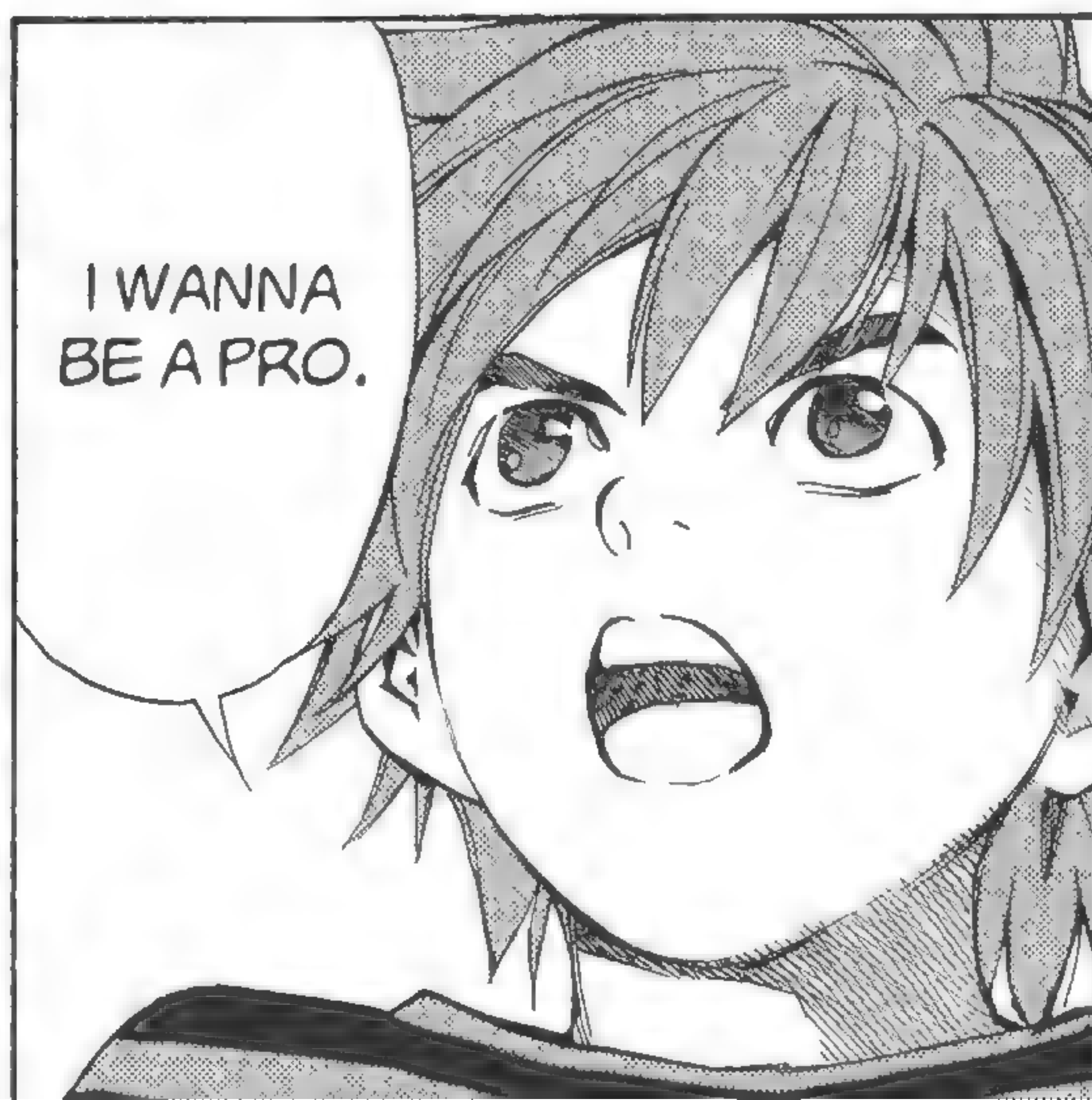
YOU MAY
NOW BEGIN.

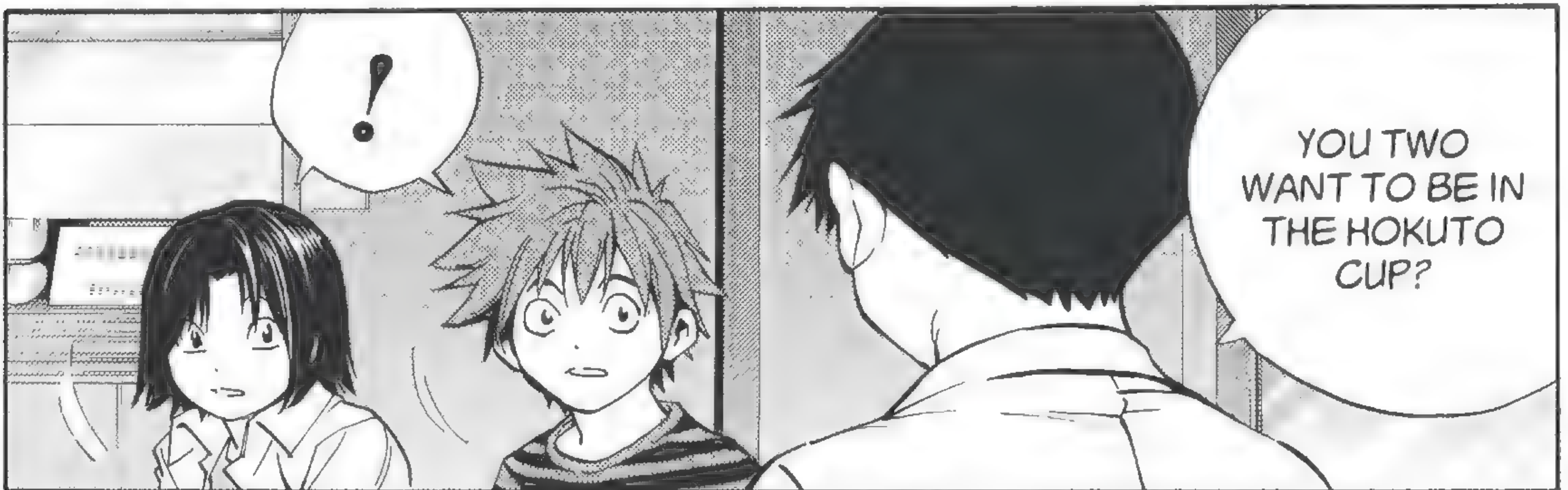












AFTER ALL,
TOYA AND
SHINDO
WIPE THE
FLOOR
WITH US
TODAY.



STUFF THE BIG
TALK, SHOJI!
YOU'RE NOT EVEN
A PRO YET!

YEP!
FIRST FOR
SURE!

I'M
GONNA
PLAY
FIRST
POSITION!



HA
HA...

WELL, WHAT DID
YOU EXPECT?
AND THEY'LL PLAY
EACH OTHER IN
THE SECOND
ROUND THIS
AFTERNOON.

WHO DO
YOU THINK
WILL WIN?



I PLAYED
SHINDO!
HE'S
WICKEDER!

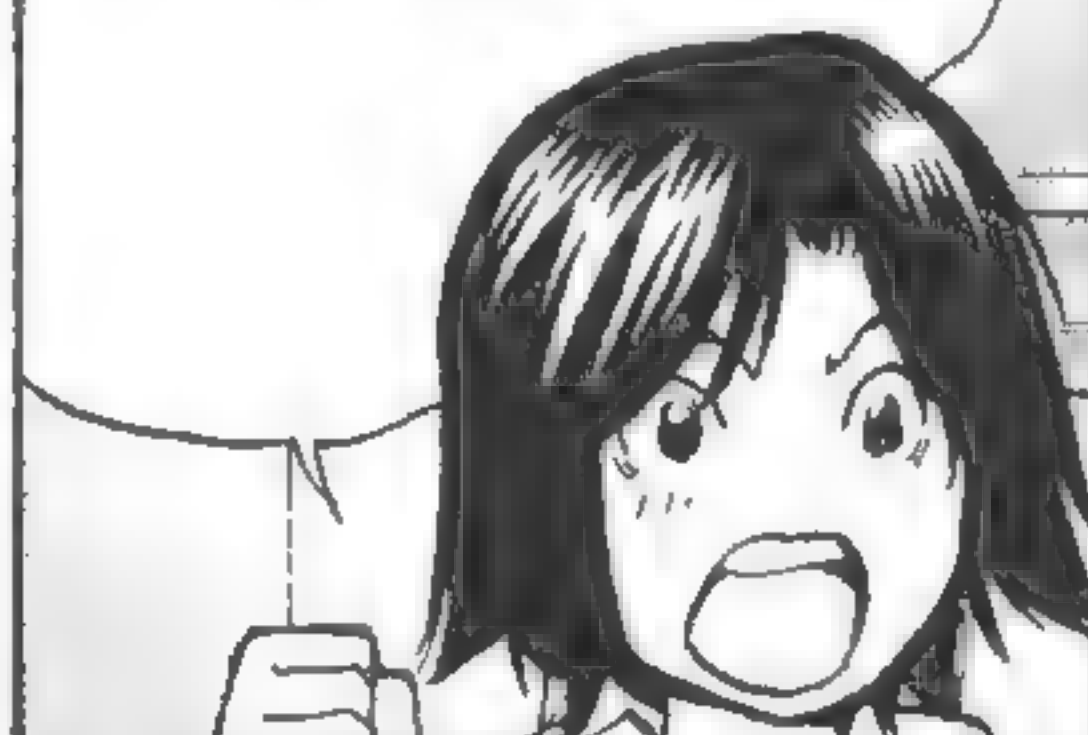
BUT NOW I'VE
PLAYED TOYA!
HE'S WICKED!

SO YOU
CHANGED
YOUR MIND
TOO?!

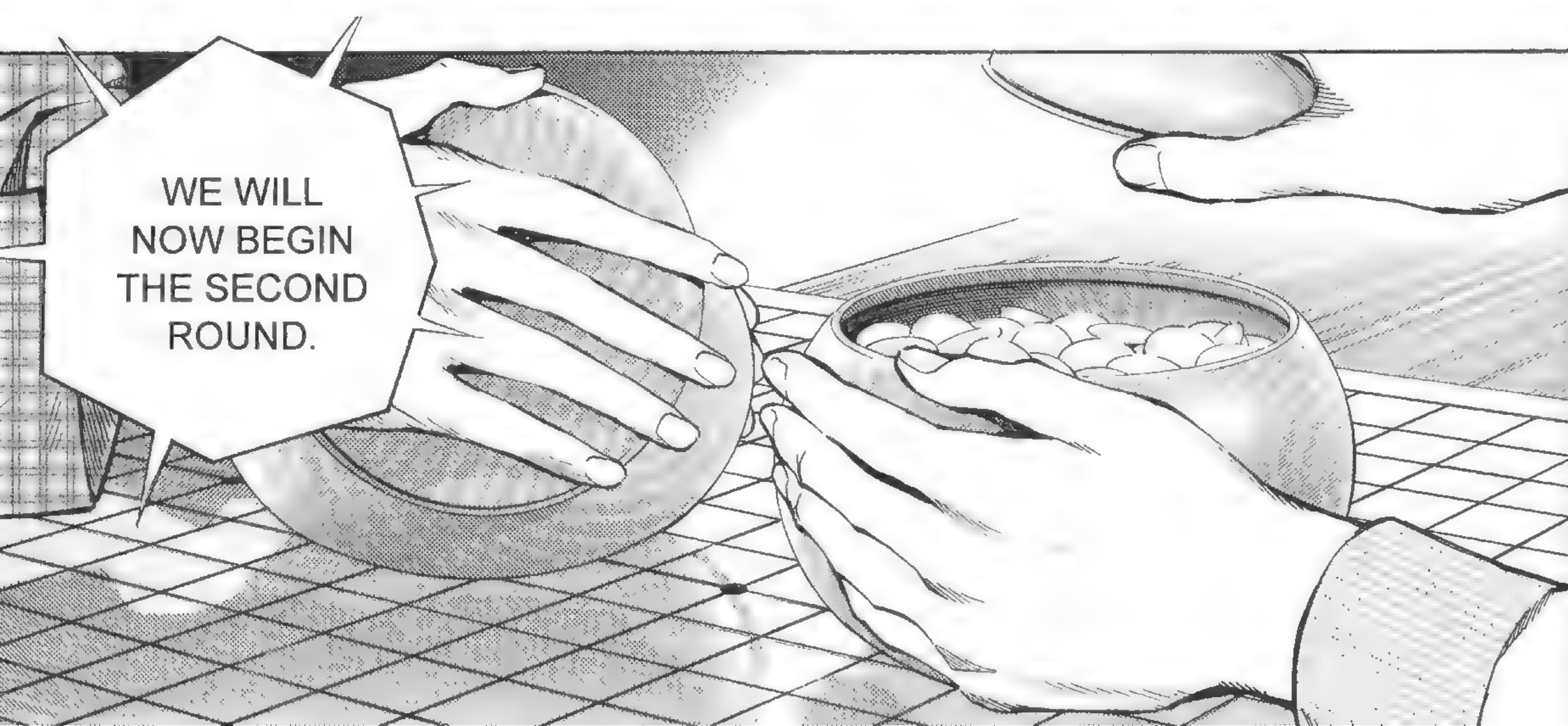


WHAT?!
YOU WERE SO
HOT ON SHINDO
BEFORE!

HMM...
TOYA
PROBABLY.



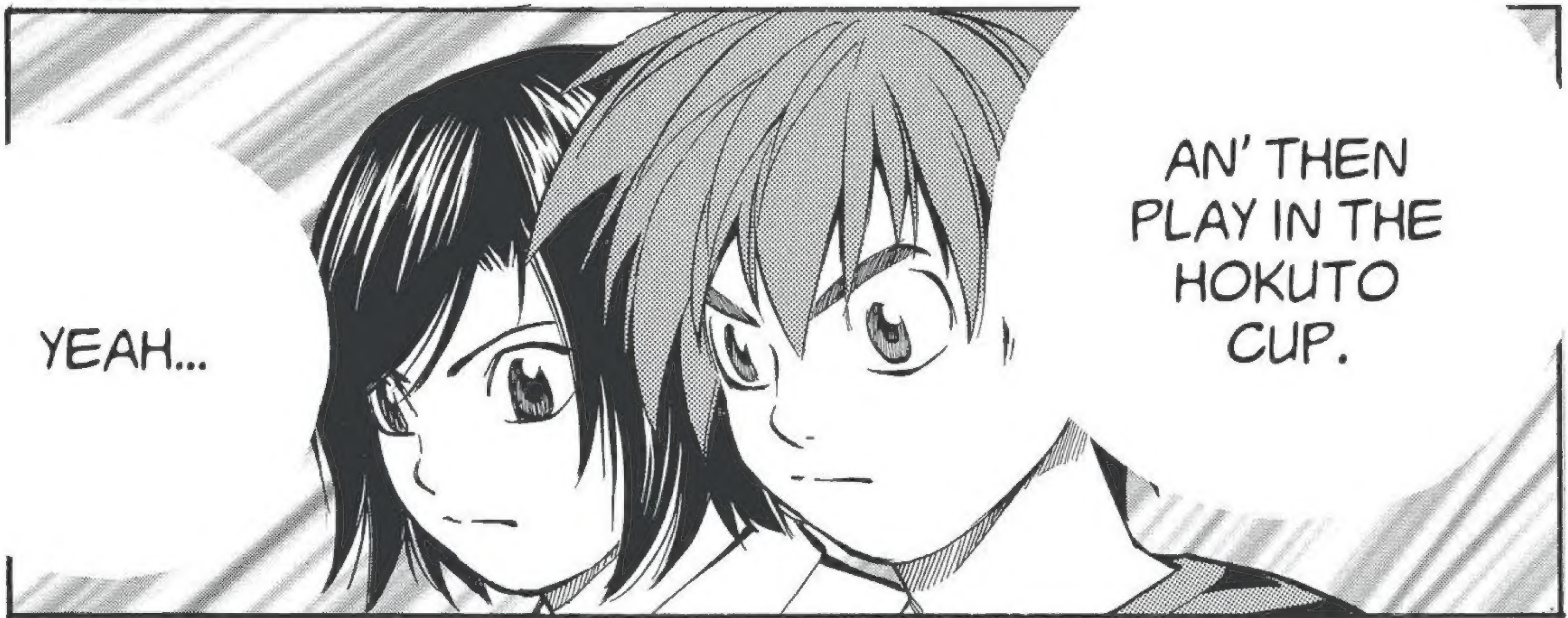
WE WILL
NOW BEGIN
THE SECOND
ROUND.











YEAH...

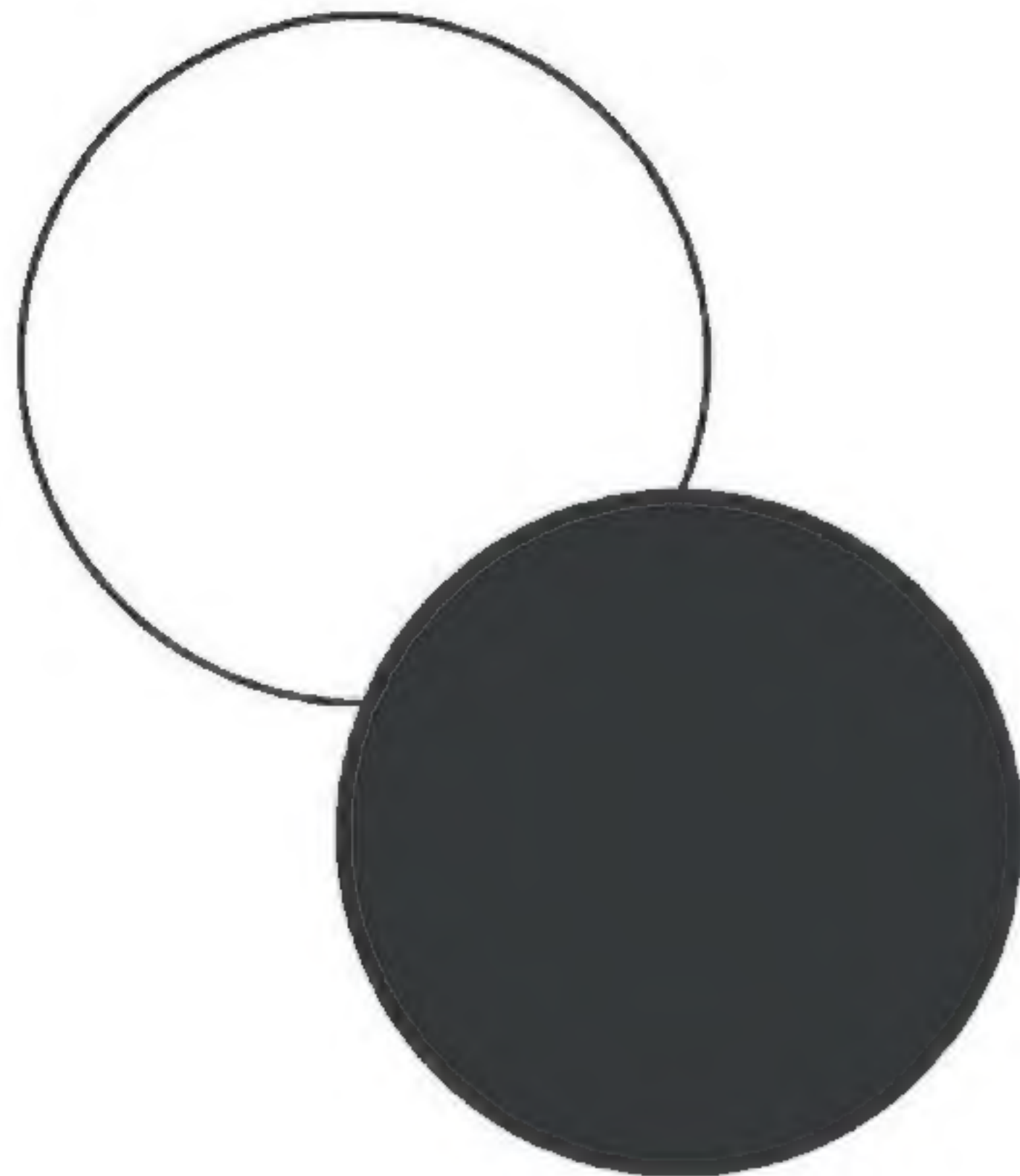
AN' THEN
PLAY IN THE
HOKUTO
CUP.



K
L
A
K

HIKARU NO GO

HIKARU NO GO



CREATIVE STAFF

Chigusa Amazaki
Ei Ando
Ryo Ogawa
Higashi Obata
Takeshi Obata
Eita Kagoshima
Tomotake Katsuragawa
Katsuhiko Sato
Shucho
Motoko Sugawara
Tatsunosuke Sonoda
Masana Takahashi
Noriko Tsubota
Yoshiyuki Nishi
Kei Nishiyama
Katsunori Hida
Kazushi Hinoki
HEADBANGER
Kiyonari Hotta
Yumi Hotta
Yusuke Murata
Takashi Yaguchi
Kentaro Yabuki
Koji Yoshida

(In Japanese syllabary order.)

GO ASSISTANCE

Yukari Umezawa
Yutaka Urano
Ko Reibun
Naohisa Kosemura
Eiji Kodaka [or Odaka]
Tadao Sakamaki
Makoto Sano
Shoichi Shiba
Yutaka Hirano
Yoshika Mizuno
Kojiro Yamamoto
Naoki Yoshida
& the Japan Go Association
(In Japanese syllabary order,
titles omitted)

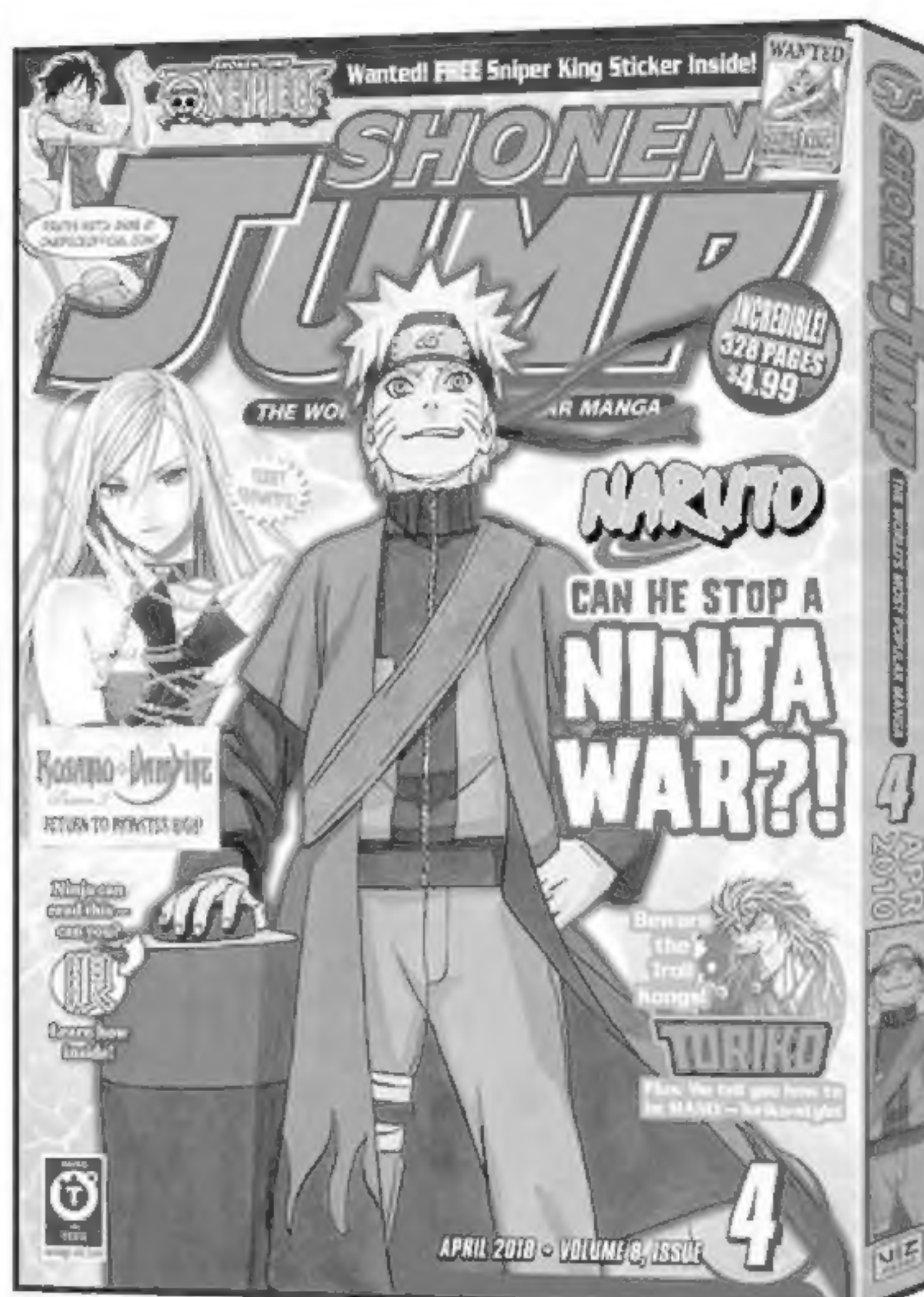
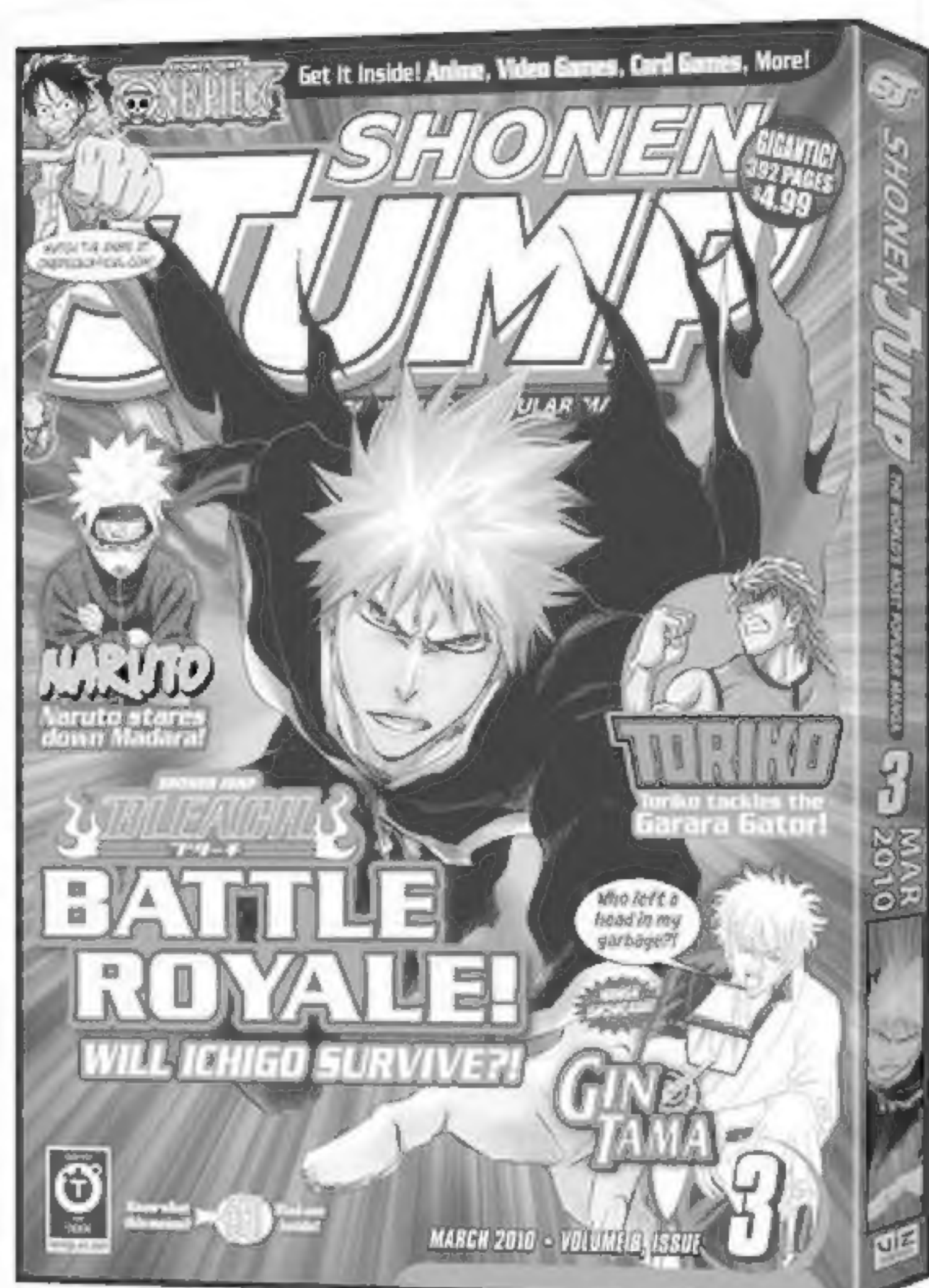
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